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CRISIS CORE
FINAL FANTASY VII™

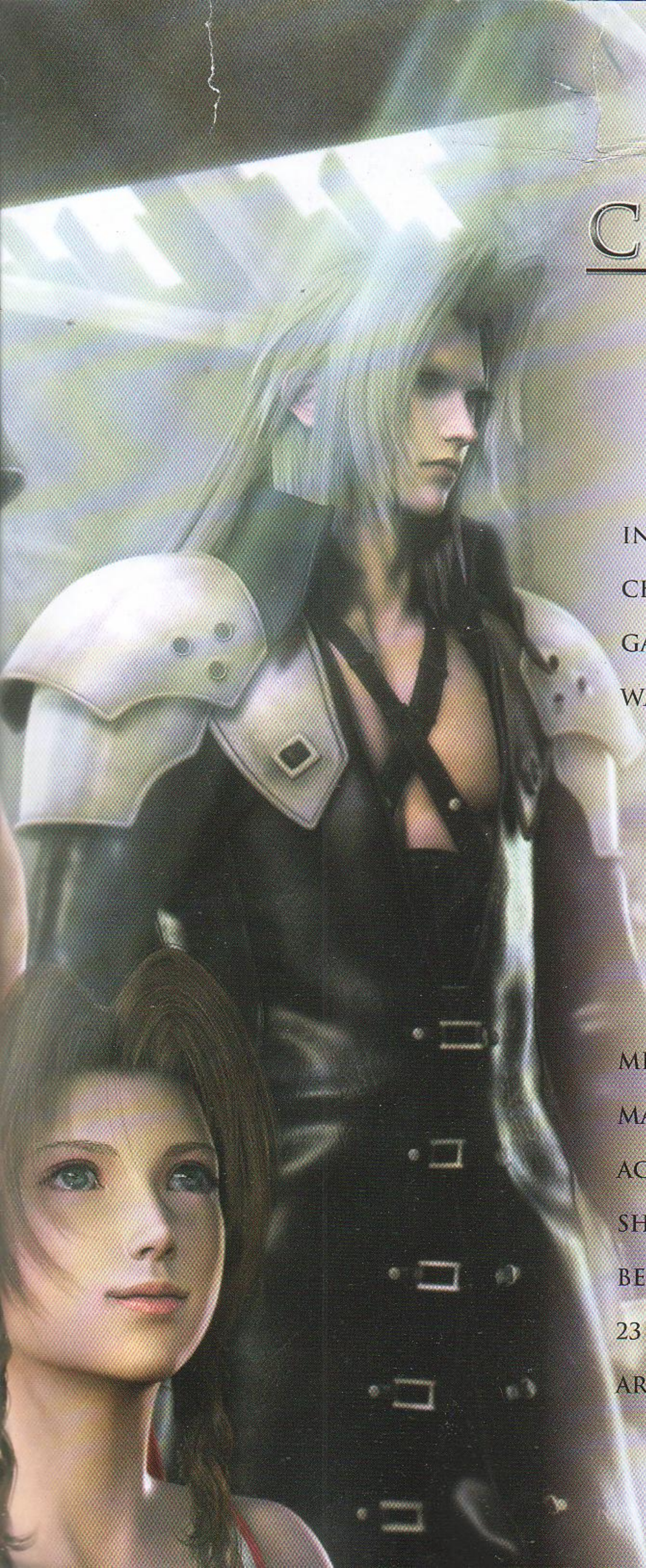
COVERS PLAYSTATION® PORTABLE

BASED ON A GAME RATED BY THE ESRB — T TEEN

SQUARE ENIX™

Written by Doug Walsh
with contributions from Joe Epstein and Elizabeth Ellis





CRISIS CORE
FINAL FANTASY VII™

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INTRODUCTION

The world is caught in a struggle between the people's thirst for energy and their yearning to be free. The land lies on the brink of crisis and the only thing growing as fast as the Shinra Electric Power Company's riches is its list of enemies. Thanks to its monopoly on mako energy and growing influence across the planet, Shinra has become the envy—and target—of everyone. As the sole excavator and purveyor of the world's one true natural resource, Shinra is not about to let anything get in the way of its expansion. But this sort of unbridled greed can only run unchecked for so long before rebellious factions take root.

Shinra is no stranger to violent protest and has historically countered any uprising with its own private army. But this is no longer enough—Shinra now needs SOLDIER.

SOLDIER operatives are the company's elite guard and, equally important, have become the face of Shinra. Organized into three classes, it is the hope and dream of newcomers to one day ascend to SOLDIER 1st Class and be mentioned in the same breath as the legendary Sephiroth. SOLDIER 1st Class operatives not only defend the company, but are a boon to public relations. Members like Sephiroth, Angeal, and Genesis even have their own fan clubs!

It was this desire to one day become a hero like Sephiroth that drew young Zack to SOLDIER. At age 16 he's only a 2nd Class operative and still receives regular training and mentoring from his friend Angeal. Angeal accompanies Zack on his training missions and teaches him in the ways of combat, concentration, and honor. The word honor gets thrown around rather carelessly by some, but not by Angeal. When he says it, he means it—and Zack knows it.

As Zack's role in SOLDIER evolves and his missions grow in importance, he begins to uncover the most sinister of secrets within Shinra. And yet, even when faced with horrifying truths that make him question his own origins, it is the mentoring of Angeal that keeps him centered and focused. He is SOLDIER and nothing will ever change that.

ABOUT THIS GUIDE

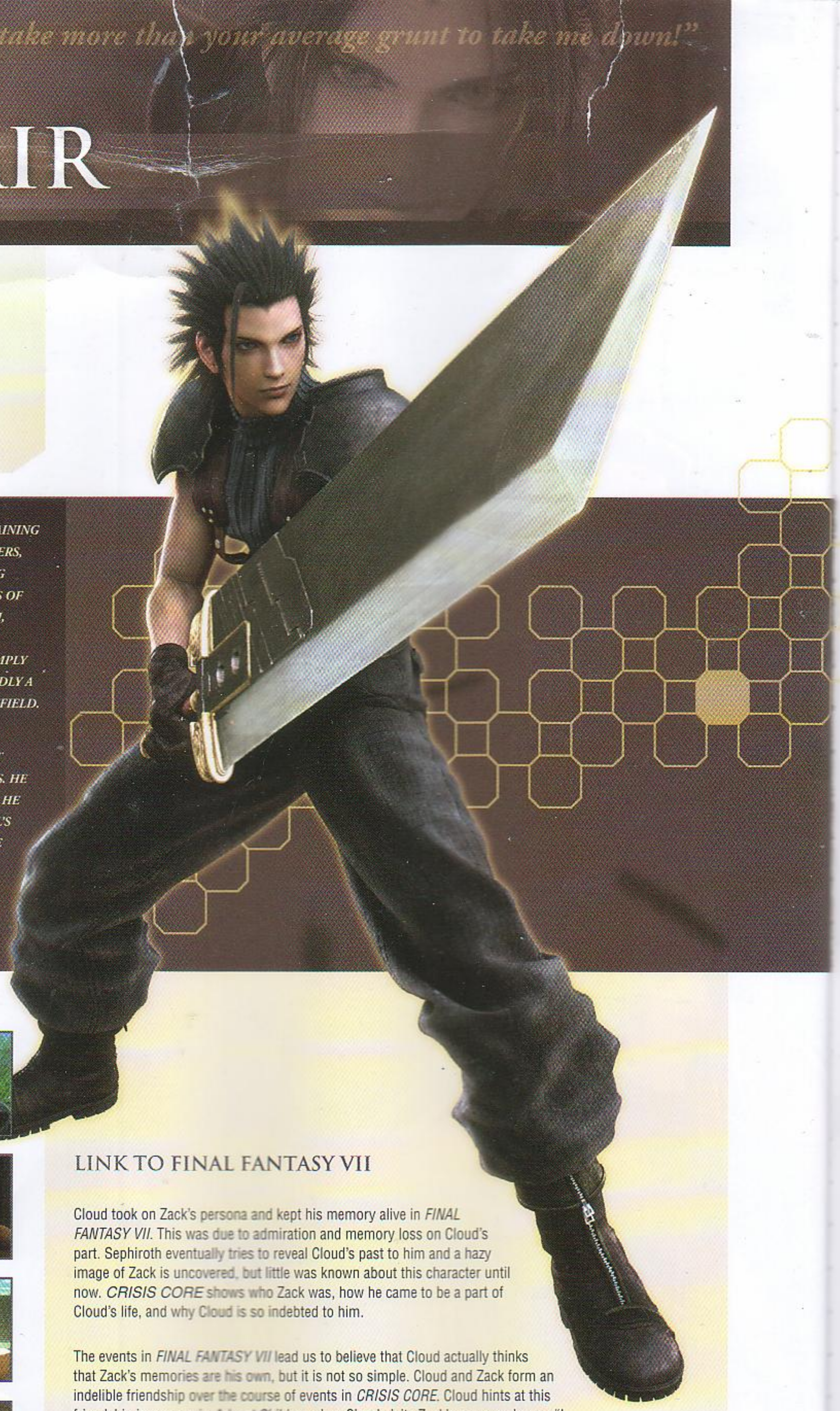
CRISIS CORE is the prequel to FINAL FANTASY VII and reveals the long-awaited background story to famed characters Cloud, Aerith, and Sephiroth, among others. Those who have played FINAL FANTASY VII or watched the movie Advent Children are no doubt familiar with the name Zack and Cloud's promise to him. CRISIS CORE answers the questions you've no doubt had, and this strategy guide is here to help you understand even more.

This guidebook covers everything you need to know about CRISIS CORE. Not only does it include a detailed walkthrough for the game's main story, but it also contains maps, tips, and unlocking info for all 300 missions in the game! Also included are the most thorough materia and equipment guides ever assembled. These chapters reveal every item and spell in the game, plus they explain how to get them and how to make them work… all in practical terms! And we didn't stop there—the materia fusion tables on the foldout poster detail the 1000+ possible combinations and provide the exact recipes needed to create the most powerful materia ever! We at BradyGames have worked tirelessly to ensure this is the most comprehensive guidebook imaginable because, like you, we're fans, too!



"It will take more than your average grunt to take me down!"

ZACK FAIR



Personal Data

Age: 16~23 (ages throughout story)

Height: 6'1"

Weapon: Sword, Buster Sword

Birthplace: Gongaga

ZACK IS A SOLDIER 2ND CLASS OPERATIVE AND HE'S TRAINING AT THE HANDS OF ONE OF SOLDIER'S PROUDEST MEMBERS, ANGEAL. ZACK IS AN ENERGETIC YOUNG MAN BRIMMING WITH EXCITEMENT AND VIGOR. ALTHOUGH HE DREAMS OF ONE DAY BECOMING A HERO LIKE HIS IDOL, SEPHIROTH, ZACK MUST FIRST OVERCOME HIS LIMITATIONS. ZACK'S PRIMARY WEAKNESS IS NOT PHYSICAL, BUT MENTAL. SIMPLY PUT, HE HAS DIFFICULTY MAINTAINING FOCUS—AS DEADLY A CHARACTER FLAW AS ONE COULD HAVE ON THE BATTLEFIELD.

AS TIME GOES BY AND ZACK MATURES AND HIS ABILITY TO FOCUS IMPROVES, HE IS PROMOTED TO SOLDIER 1ST CLASS AND GIVEN THE MOST IMPORTANT ASSIGNMENTS. HE CONTINUES TO RESPECT SEPHIROTH, BUT IT IS ANGEAL HE BEGINS TO EMULATE. ZACK REMEMBERS ALL OF ANGEAL'S TEACHINGS AND SEEKS TO PASS THEM DOWN TO THOSE WHO FOLLOW IN HIS SOLDIER FOOTSTEPS. MOST IMPORTANTLY, ZACK KEEPS HIS HOPE OF BECOMING A HERO ALIVE AND FOLLOWS HIS DREAM IN THE MOST HONORABLE WAY A SOLDIER OPERATIVE CAN.

KEY MOMENTS



Zack and Angeal lying in wait during Zack's first official assignment.



A somber meeting with the mother of his friend.



Zack finally gets to meet his hero, Sephiroth.



He meets a beautiful girl in a mysterious church.



Zack makes a new friend and becomes a mentor and a role model.

LINK TO FINAL FANTASY VII

Cloud took on Zack's persona and kept his memory alive in *FINAL FANTASY VII*. This was due to admiration and memory loss on Cloud's part. Sephiroth eventually tries to reveal Cloud's past to him and a hazy image of Zack is uncovered, but little was known about this character until now. *CRISIS CORE* shows who Zack was, how he came to be a part of Cloud's life, and why Cloud is so indebted to him.

The events in *FINAL FANTASY VII* lead us to believe that Cloud actually thinks that Zack's memories are his own, but it is not so simple. Cloud and Zack form an indelible friendship over the course of events in *CRISIS CORE*. Cloud hints at this friendship in a scene in *Advent Children* when Cloud visits Zack's grave and says, "I said I'd live your part from now on..." *CRISIS CORE* sheds light on what the promise made between Zack and Cloud was.

Zack is shown in *Advent Children* bearing a scar on his cheek. The origin of this scar is revealed in *CRISIS CORE*. This scar was even depicted in the fighting game *Ehrgeiz*.

Zack has a propensity for doing squats, but fans of *FINAL FANTASY VII* already know this because of Cloud's fondness for them as well. Cloud was seen doing squats several times during *FINAL FANTASY VII*. He was once again emulating his close friend Zack.

ANGEAL HEWLEY

"Honor can be quite a burden at times."



Personal Data

Age: Around 25

Weapon: Buster Sword

Birthplace: Banora

ANGEAL IS A SOLDIER 1ST CLASS OPERATIVE WHO CARRIES HIMSELF WITH THE DIGNITY AND HONOR BEFITTING HIS POSITION. ANGEAL GREW UP IN THE SMALL VILLAGE OF BANORA, AS A CHILDHOOD FRIEND OF GENESIS. ONCE IN SOLDIER, GENESIS AND ANGEAL BEFRIENDED SEPHIROTH AND THE THREE BECAME THE MOST SUCCESSFUL AND POPULAR SOLDIER OPERATIVES EVER.

WHEN NOT ON ASSIGNMENT, ANGEAL SPENDS HIS TIME MENTORING ZACK. THE TWO BECOME CLOSE FRIENDS AND ANGEAL WORKS HARD TO IMPART HIS BELIEFS TO THE IMPRESSIONABLE YOUNGSTER. ANGEAL'S REASONS FOR JOINING SOLDIER ARE UNCERTAIN, BUT IT'S CLEAR THAT HIS FAMILY HAS A HISTORY WITH THE SWORD—AND A DEEP RESPECT FOR ITS POWER.

KEY MOMENTS

Angeal is always right behind Zack to help pick him up if he falls.



Angeal is instrumental in introducing Zack to Director Lazard, the man in charge of SOLDIER.



One can never tell exactly when Angeal will drop in.



LINK TO FFVII

CRISIS CORE represents the introduction of Angeal. He was not mentioned in *FINAL FANTASY VII*, nor did he appear in *Advent Children* or *Dirge of Cerberus.*

GENESIS RHAPSODOS

"The wind sails over the water's surface. Quietly, but surely."

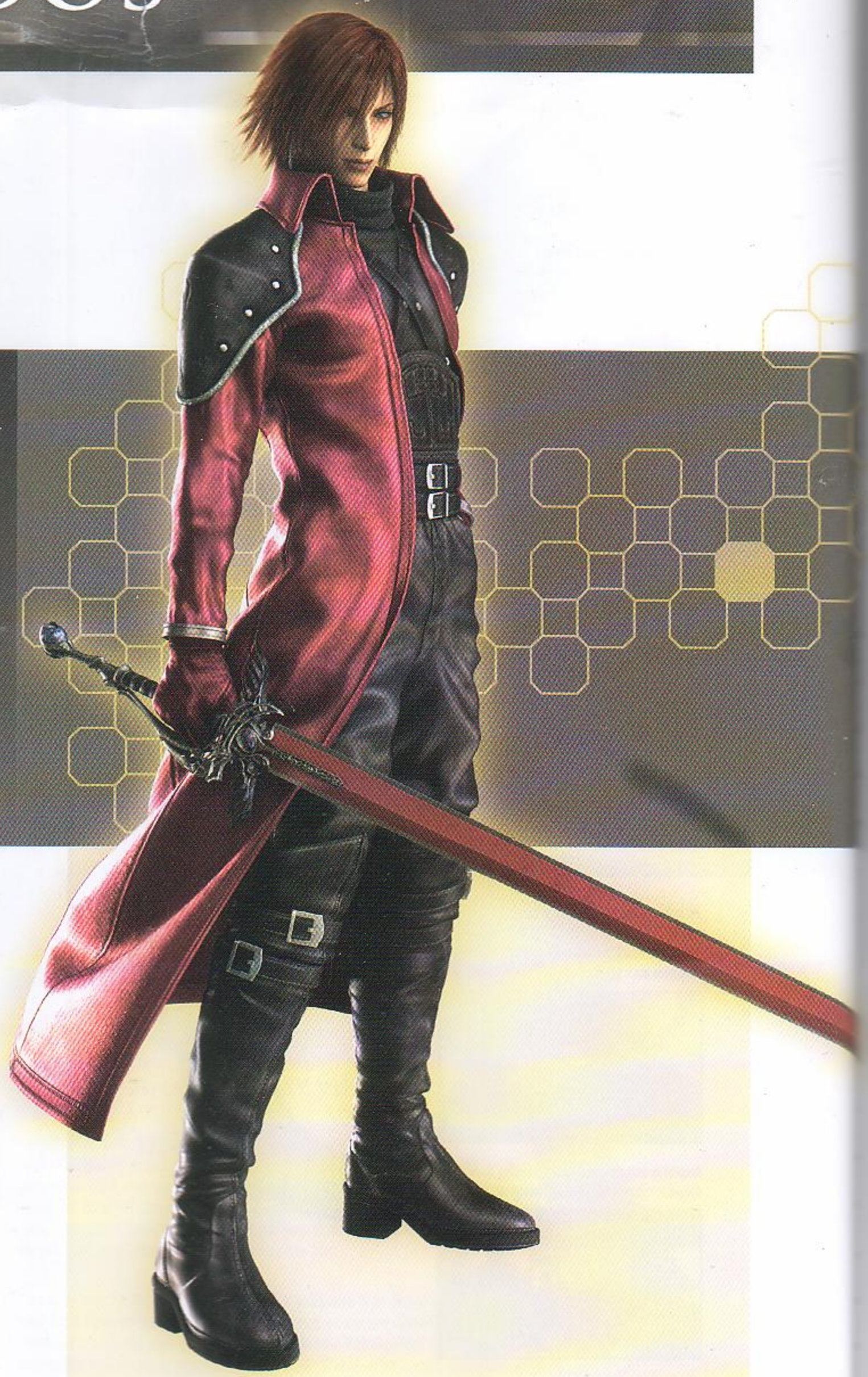
Personal Data

Age: Around 25

Weapon: Rapier

Birthplace: Banora

GENESIS IS THE SON OF WEALTHY PARENTS WHO GREW UP ON A HILL ABOVE THE VILLAGE OF BANORA. HE JOINED SOLDIER AT AN EARLY AGE ALONG WITH HIS FRIEND ANGEAL. GENESIS TURNS TO THE EPIC POEM LOVELESS FOR HIS INSPIRATION AND GUIDANCE. HE DEVOTES MUCH OF HIS SPARE TIME LOOKING FOR HIDDEN MEANINGS WITHIN THE POEM AND HYPOTHESIZING ABOUT ITS LOST FINAL ACT. GENESIS GOES MISSING FROM SOLDIER AND IS THE SUBJECT OF A GREAT SEARCH BY THOSE REFUSING TO BELIEVE THE WORST.



KEY MOMENTS

Genesis was the first to uncover what it truly means to be a member of SOLDIER.



Genesis and Angeal would routinely simulate training battles with their friend Sephiroth.



LINK TO FFVII

Genesis did not appear in *FINAL FANTASY VII* or *Advent Children*, but he did appear briefly in a secret movie in *Dirge of Cerberus*, which takes place three years after *FINAL FANTASY VII*. In that game, Genesis is simply referred to as "G" and his motives and identity are a mystery. The hidden movie that contains Genesis appears just before the game's true ending and hints at Genesis's re-awakening after the events of *Dirge of Cerberus*.

SEPHIROTH



Personal Data

Age: Around 25

Weapon: Masamune

Birthplace: Nibelheim

SEPHIROTH IS THE MOST FAMOUS AND HIGHLY REGARDED SOLDIER 1ST CLASS OPERATIVE AND IS CONSIDERED BY ALL OF MIDGAR TO BE A TREMENDOUS HERO. HE IS A MAN OF FEW WORDS WHO PREFERS TO LET HIS SWORD DO HIS TALKING. ALTHOUGH HE IS CLOSE FRIENDS WITH GENESIS AND ANGEAL, A PART OF HIM ALWAYS FELT THAT HE WAS A BREED APART, UNIQUE, AND ALONE. AS THE YEARS PASS, SEPHIROTH GROWS INCREASINGLY OBSESSIVE AND SPENDS HIS TIME STUDYING OLD SHINRA RESEARCH DOCUMENTS... AND HE EVENTUALLY LEARNS THE TRUTH.

KEY MOMENTS

Sephiroth doesn't share Zack's excitement over their first assignment together.



Forever serious, Sephiroth doesn't like to be left waiting.



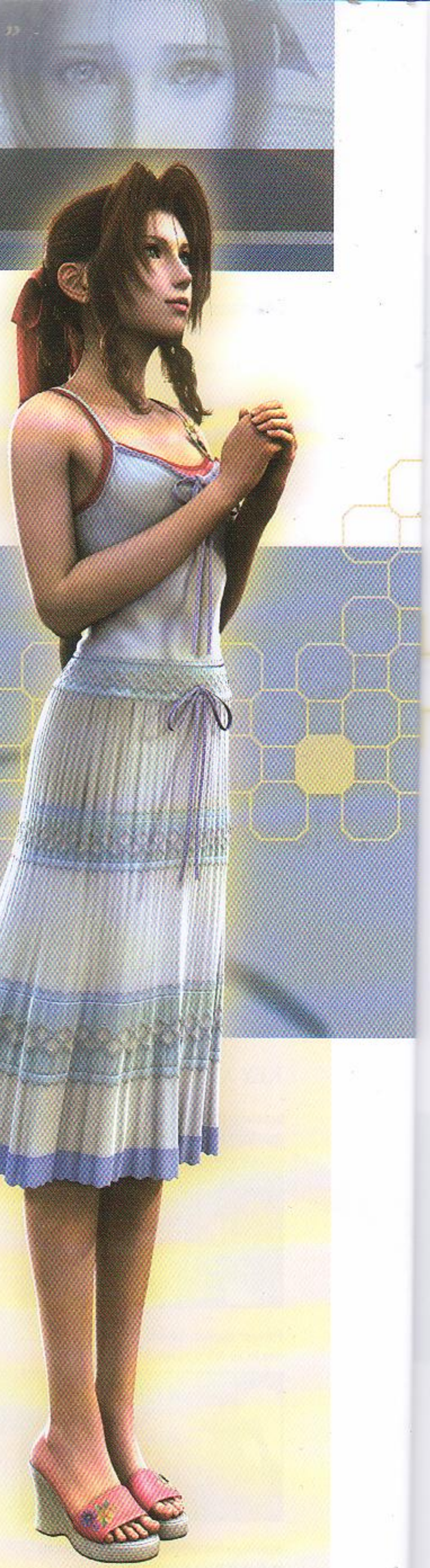
Sensing a breakthrough, Sephiroth reveals to Zack that big changes are underway.



LINK TO FFVII

The name Sephiroth needs little introduction. Renowned—and feared—as the terrorizing mortal enemy to Cloud in *FINAL FANTASY VII*, the name Sephiroth has come to represent the very essence of evil. *CRISIS CORE* reveals the reasons for Sephiroth's evil ways and uncovers the stormy relationship between him and Cloud. *CRISIS CORE* shows how and why Sephiroth transformed from a SOLDIER hero to the planet's worst enemy.

AERITH GAINSBOROUGH



Personal Data

Age: 16~22 (ages throughout story)

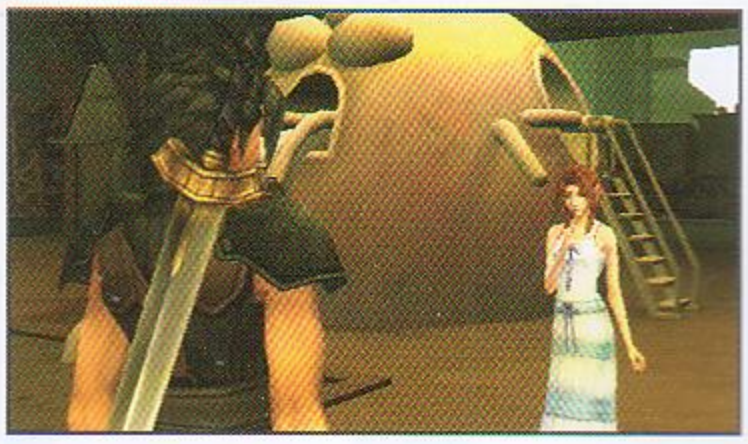
Height: 5'4" (at age 22)

Birthplace: Icicle Lodge

AERITH IS A YOUNG GIRL LIVING BENEATH THE MIDGAR PLATE IN THE SECTOR 5 SLUMS. SHE'S PRETTY, WELL-LIKED AND, ALTHOUGH SHE SPENDS HER TIME TENDING THE FLOWERS SHE GROWS IN AN ABANDONED CHURCH, SHE HAS NEVER ACTUALLY SEEN THE SKY. SHE MEETS ZACK THROUGH HAPPENSTANCE AND IMMEDIATELY TAKES A LIKING TO HIM. ALTHOUGH SHE DOESN'T KNOW WHAT TO MAKE OF THE FACT THAT HE'S IN SOLDIER, SHE WITHHOLDS JUDGMENT AND CHOOSES TO LIKE HIM FOR WHO HE IS, RATHER THAN WHO HIS EMPLOYER IS. AERITH SHARES HER DREAMS AND WISHES WITH ZACK, BUT DOESN'T REVEAL TO HIM THE ONE THING THAT MAKES HER SO SPECIAL...

KEY MOMENTS

Aerith doesn't quite know what to make of the news that Zack is a SOLDIER operative.



Zack makes a flower wagon for Aerith so she can fill Midgar with flowers...



LINK TO FFVII

Aerith isn't just one of the most adored characters in *FINAL FANTASY VII*, she's one of the most beloved videogame characters of all time. Her role as the tragic heroine in *FINAL FANTASY VII* left an indelible image on the memories of gamers around the world. Yet, despite the strong affection for her, much of her past is left shrouded in secret. *CRISIS CORE* fills in many of the gaps by showing fans exactly why she spoke so fondly of a man named Zack in *FINAL FANTASY VII* and why she behaves the way she does around Cloud.

CLOUD STRIFE



Personal Data

Age: 15~21 (ages throughout story)

Height: 5'8" (at age 21)

Weapon: Gun

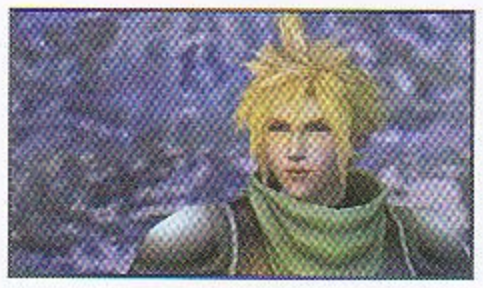
Birthplace: Nibelheim

CLOUD IS THE UNCERTAIN, SOFT-SPOKEN INFANTRYMAN WHO DESPERATELY WANTS TO JOIN SOLDIER, BUT PROBABLY NEVER WILL. HE BEFRIENDS ZACK BY COINCIDENCE ON A MISSION AND HAS THE GOOD FORTUNE TO BE TAKEN UNDER HIS WING. CLOUD IS CLEARLY IN OVER HIS HEAD IN CRISIS CORE AND IS MORE OF A LIABILITY FOR ZACK THAN HE IS AN ASSET. NEVERTHELESS, CLOUD REVERES ZACK AND COMES TO VALUE HIS FRIENDSHIP ABOVE ALL ELSE.



KEY MOMENTS

Cloud is just a Shinra infantryman when he meets Zack on an assignment.



Cloud and Sephiroth meet for the first time.



Zack makes a point of being there for Cloud, just as Angeal was for Zack.



LINK TO FFVII

Cloud is the hero in *FINAL FANTASY VII* and, although his personality leads people to believe he's aloof or disinterested, we know from *CRISIS CORE* that he's simply insecure. When *FINAL FANTASY VII* begins, Cloud takes to impersonating a mysterious man named Zack, but why he does so is not really known. He does this with such skill that it even surprises Aerith when they meet. *CRISIS CORE* reveals the reasons why this is the case and shows why Cloud holds Zack in such high regard.

"All evidence of misconduct must be erased. Company rules."

TSENG



TSENG IS A SENIOR MEMBER OF THE TURKS, A HIGHLY SECRETIVE INTELLIGENCE AGENCY WORKING FOR SHINRA. TSENG IS A MAN OF FEW WORDS, BUT ISN'T AVERSE TO MAKING THE OCCASIONAL SARCASTIC COMMENT. HE RESPECTS THE MEMBERS OF SOLDIER BUT NOT AS HIS EQUALS. IT'S POSSIBLE THAT THE CRUEL ACTIONS DEMANDED OF HIM BY SHINRA HAVE SIMPLY TAKEN THEIR TOLL ON HIS PERSONALITY.

KEY MOMENTS

Tseng lectures Zack on their assignment in Banora.



Never too proud to admit he's hurt, Tseng knows when to ask for help.



LINK TO FFVII

Tseng has a similar role in *FINAL FANTASY VII* to his role in *CRISIS CORE*. The main difference, though, is that he no longer wears the ponytail in *FINAL FANTASY VII*. Tseng does mature a bit during the time between *CRISIS CORE* and the events in *FINAL FANTASY VII* and he often appears in *FINAL FANTASY VII* not as a field operative, but as a leader and moderator.

"Wings symbolize freedom for those who have none."

CISSNEI



Personal Data

Age: 16

Weapon: Shuriken

CISSNEI IS A YOUNG MEMBER OF THE TURKS WHO WAS BORN AND RAISED WITHIN THE SHINRA SOCIETY. SHE WAS TRAINED FROM A YOUNG AGE TO BECOME A TURK AND SHE TAKES HER JOB VERY SERIOUSLY. CISSNEI ENJOYS THE ATTENTION GIVEN TO HER BY ZACK AND, FOR THE FIRST TIME IN HER LIFE, SHE LETS DOWN HER GUARD AND ALLOWS EMOTION TO HAVE A SAY IN HER ACTIONS. CISSNEI IS SECRETLY JEALOUS OF THE ATTENTION ZACK PAYS AERITH AND HAS STRONG FEELINGS FOR HIM.



KEY MOMENTS

Cissnei and Zack meet for the first time in the streets of Sector 8.



Forced to accompany Zack on vacation, Cissnei can't help but tease Zack about Aerith.



Cissnei doesn't usually like to use her shuriken, but never any less than now...



LINK TO FFVII

Cissnei didn't make an appearance in *FINAL FANTASY VII*, but she was one of the 11 player-Turks in *BEFORE CRISIS*. The scene on the beach in the Nibel Plains with her and Zack appears in both *BEFORE CRISIS* and *CRISIS CORE*.

HOJO



HOJO IS THE TOP RESEARCHER AT SHINRA HEADQUARTERS AND HAS DEVELOPED A NUMBER OF TRAINING PROGRAMS REGARDING THE CREATION OF NEW, UNIQUE MONSTERS. HE'S ALSO A VERY ARROGANT MAN WHO HOLDS A GRUDGE AND IS NOT ABOUT TO LET ANYTHING STOP HIS "RESEARCH."



LINK TO FFVII

Hojo's experiments during the events of *CRISIS CORE* set the stage for much of the story in *FINAL FANTASY VII*. In many ways, he is the true force of evil in the series.

TIFA LOCKHART

Personal Data

Age: 15

Birthplace: Nibelheim

TIFA IS A YOUNG GIRL IN NIBELHEIM WHO IS HIRED AS A GUIDE TO LEAD SEPHIROTH AND ZACK TO THE MAKO EXCAVATION FACILITY. SHE IS NOT A FAN OF SHINRA AND, ALTHOUGH SHE ADMITS TO DESIRING A BLONDE-HAIRED SOLDIER OPERATIVE FOR A BOYFRIEND, SHE DOES NOT HAVE A LOT OF NICE THINGS TO SAY ABOUT SOLDIER.



LINK TO FFVII

Tifa meets Cloud in Nibelheim during the events of *CRISIS CORE* and their friendship carries over to *FINAL FANTASY VII*. Tifa has always liked Cloud and enjoys helping him restore his memory when they reunite in *FINAL FANTASY VII*. She ultimately lets her feelings be known near the end of *FINAL FANTASY VII* and the two can be seen living together during the events of *Advent Children* and *Dirge of Cerberus*.

YUFFIE KISARAGI

Personal Data

Age: 9

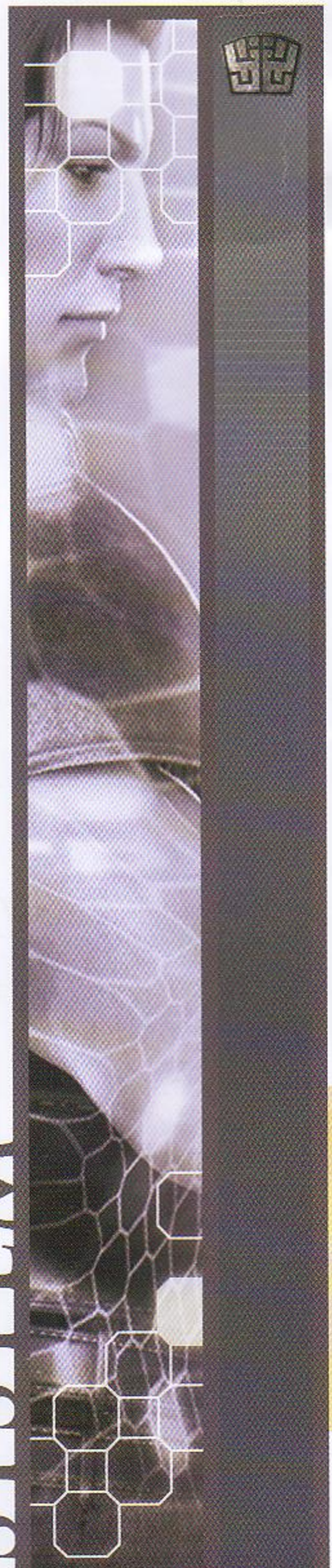
Birthplace: Wutai

YUFFIE IS A YOUNG, SPUNKY GIRL FROM WUTAI WHO WANTS NOTHING MORE THAN THE DESTRUCTION OF SHINRA AND FOR WUTAI TO BE RESTORED TO ITS FORMER WAYS. SHE'S ALSO ADDICTED TO TREASURE AND THE WAYS OF MATERIA HUNTING AND WILL DO ANYTHING TO GET HER HANDS ON SPECIAL ITEMS... EVEN CHEAT, LIE, AND STEAL IF SHE HAS TO!



LINK TO FFVII

Yuffie learns about the powers of materia in *Before Crisis* and carries this knowledge into *CRISIS CORE* where she tries time and again to pilfer treasure from Zack. Yuffie continues her thieving ways in *FINAL FANTASY VII* and even attempts to trick people with fake Save Points in both games! Yuffie also plays a significant role in assisting Vincent in *Dirge of Cerberus*.



GAME SYSTEM

Welcome to the Game System portion of the guide. This chapter is designed to complement the informative user's manual that accompanied your copy of the game. The goal of this chapter is to expand on each of the features in the game and to provide all the information you need to have a firm grasp of the game's many systems. We don't want to overload you with too much information too soon, though, so we've placed the more advanced explanations and strategies in other chapters, particularly where they relate to the game's Materia Fusion capability.

CORE CONCEPTS

CRISIS CORE pits players in the role of a man named Zack, a SOLDIER operative working for Shinra Electric Power Company. The game could best be classified as an action-RPG, meaning that battles are fast and furious and take place in real-time with characters attacking and moving about simultaneously. Also, it's important to note that these battles take place directly on the landscape with a seamless and near-instantaneous transition from exploration to battle mode. *CRISIS CORE* retains many of the complex aspects of player-character development fans of the *FINAL FANTASY* universe have come to love.

Gameplay & Menu Controls

Button	During Exploration	During Combat	In Menus
D-Pad/analog stick	Movement	Movement	Select Option
X button	Open Chests/Interact	Execute Command	Confirm Selection
Circle button	-	Cancel Selection	Exit Menu
Triangle button	Open Main Menu	Guard (Dash if equipped)	-
Square button	View Map	Evade	-
L button & R button	Rotate Camera Left/Right	Cycle Through Commands	-
Start button	Pause	Pause	Pause

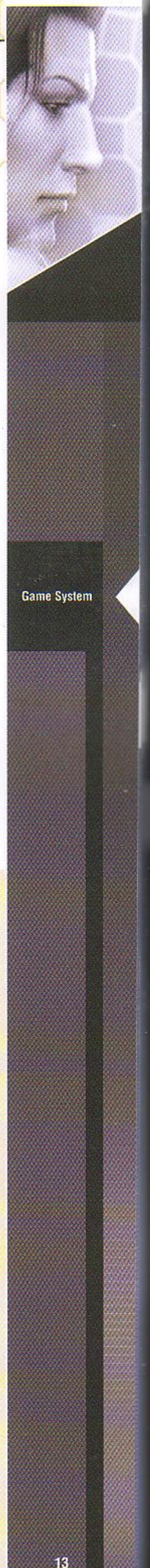
Normal or Hard?

CRISIS CORE has two difficulty modes available at the start of the game. The only difference between these modes is that Hard mode features much tougher combat. The enemies inflict more damage than they do in Normal mode and Zack inflicts less than he does on the lesser difficulty mode. We recommend starting out on Normal mode and, if you find the game too easy, start over on Hard mode. This strategy guide is written based on the Normal difficulty setting.

VITAL STATS



As Zack navigates the landscape, he'll encounter unseen enemies and engage them in battle. Zack has access to an ever-growing list of combat abilities including some very powerful magic and potent accessories, but these battles are his most important tool in terms of self-improvement. Zack must defeat enemies to gain experience, receive items and materia, earn SP, and gain gil. Each of these things helps Zack become an all-around better fighter. Much of the gameplay revolves around the idea of improving Zack's abilities both statistically and in terms of his equipment and powers. The following list of parameters details what each of the abbreviations means.



★ ***Hit Points (HP):*** *This number represents Zack's life force, which decreases as he suffers damage. The game ends when Zack's HP reaches 0 unless he's currently under Raise status, which causes him to be revived automatically upon death. Zack can have a Max HP of 9999 unless an item such as the Adaman Bangle is equipped—this item can boost his Max HP to 99999. Zack can replenish his lost HP by consuming a Potion, Hi-Potion, X-Potion, or Elixir, or by using the appropriate materia.*

★ ***Magic Points (MP):*** *MP is consumed as Zack uses magic or is attacked by enemies capable of draining MP. Zack suffers no ill effects if he runs out of MP; however, he can't use any magic until he restores his supply. Zack can have a Max MP of 999 unless an item such as the Gold Hairpin is equipped—this item can boost his Max MP to 9999. Zack can replenish his lost MP by consuming an Ether or Elixir.*

★ ***Action Points (AP):*** *These are consumed through the use of command materia that enable special skill-based attacks. Additionally, some enemies will drain Zack's AP during combat. Zack won't die or suffer any ill effects if his AP reaches 0, but he can't use any command materia until he replenishes his supply. Zack can have a Max AP of 999 unless an item such as the Black Cowl is equipped—this item can boost his Max AP to 9999. Zack can replenish his lost AP by consuming a Soma or Elixir.*

★ ***SOLDIER Points (SP):*** *Unlike HP, MP and AP, these are consumed automatically each time the Digital Mind Wave (DMW) wheels spin. They are also used to fuel Materia Fusion and some special attacks. Zack gains SP by defeating enemies, by converting unwanted materia into SP, and by executing limit breaks. Running out of SP will cause the DMW wheels to stop spinning. Zack can gain a maximum of 999,999,999 SP.*

★ ***Strength (ATK):*** *This rating relates to Zack's attack strength and governs how much damage Zack can inflict with physical attacks. The maximum value of 255 can be reached by leveling up and by equipping accessories and materia that yield ATK increases.*

★ ***Vitality (VIT):*** *This rating relates to Zack's defensive strength and governs how much damage Zack receives from physical attacks. The maximum value of 255 can be reached by leveling up and by equipping accessories and materia that yield VIT increases.*

★ ***Magic (MAG):*** *This rating relates to Zack's ability to inflict damage with magic. The higher this number is, the more effective Zack's spells will be. The maximum value of 255 can be reached by leveling up and by equipping accessories and materia that yield MAG increases.*

★ ***Spirit (SPR):*** *This rating relates to Zack's ability to withstand magical attacks. The higher this number, the less damage Zack suffers when being attacked with magic. The maximum value of 255 can be reached by leveling up and by equipping accessories and materia that yield SPR increases.*

★ ***Luck (LCK):*** *This rating governs how likely Zack is to land a Critical Hit on an enemy as well as the odds of enemies dropping items or that those items will be "Rare." The maximum value of 255 can be reached by leveling up and by equipping accessories and materia that yield LCK increases.*

Sometimes It's Okay to Break Things!

Although Zack can't restore his HP, MP, and AP beyond their current maximums by consuming items or by casting spells, he can "break" these limits with the help of a Healing Wave limit break or by achieving a Power Surge through the DMW. It's possible to boost these stats to twice Zack's current maximum rating without equipping any items. Zack can boost three times beyond his maximum with the help of the Feather Cap. Having a current level of HP, MP, or AP above what is theoretically his max is called being in Break status.

EXPERIENCE & LEVELING UP

One of the cornerstones of the RPG genre is the concept of earning experience and leveling up. Zack's level number provides an overall idea of his relative strength at any point in the game. Zack begins the game at level 6 and can ascend to level 99 during the course of the game.



Zack earns experience through combat, but leveling up doesn't happen automatically. Even when Zack reaches the next experience milestone, he must still earn a 777 during the DMW's Modulating Phase. Zack can't level up until he has enough experience, but even when he does he must still get the correct roll on the DMW. It's possible to earn enough experience and still not level up for quite some time because of the DMW. Similarly, it's possible to level up multiple times in quick succession if enough experience points have been earned.

Zack's Base Stats Per Level

Level	Exp. Required	Max HP	Max MP	Max AP	ATK	VIT	MAG	SPR	LCK
6	-	582	87	95	19	18	17	16	8
7	815	658	93	102	20	19	18	17	9
8	1264	732	99	108	21	20	19	18	10
9	1862	805	104	114	22	21	20	19	11
10	2631	877	109	119	23	22	21	20	12
11	3598	949	114	124	25	23	22	21	13
12	4790	1020	119	129	26	24	23	23	14
13	6237	1090	123	134	27	25	25	24	15
14	7966	1160	127	139	27	25	25	24	15
15	10011	1230	131	143	28	27	26	25	16
16	12403	1299	135	147	29	28	27	26	17
17	15176	1368	139	151	30	29	28	27	18
18	18365	1437	143	155	31	30	29	28	19
19	22006	1506	147	159	31	30	29	28	19
20	26138	1574	151	163	32	31	30	29	20
21	30800	1642	155	167	33	32	31	30	21
22	36031	1710	159	171	35	33	32	31	22
23	41873	1778	163	175	35	33	32	31	22
24	48370	1846	167	179	36	34	33	33	23
25	55566	1914	171	183	37	35	34	34	24
26	63505	1981	174	187	38	36	36	35	25
27	72236	2048	177	191	38	36	36	35	25
28	81807	2115	180	195	39	37	37	36	26
29	92267	2182	183	199	40	38	38	37	27
30	103666	2249	186	202	40	39	38	37	27
31	116057	2316	189	205	41	40	39	38	28
32	129494	2383	192	208	42	41	40	39	29
33	144032	2450	195	211	43	41	40	39	29
34	159725	2517	198	214	44	42	41	40	30
35	176633	2584	201	217	45	43	42	41	31
36	194813	2651	204	220	45	43	42	42	31
37	214326	2718	207	223	46	44	43	43	32
38	235232	2785	210	226	46	44	43	43	32
39	257596	2851	213	229	47	45	45	44	33
40	281480	2917	216	232	47	45	45	44	33
41	306950	2983	219	235	48	46	46	45	34
42	334072	3049	222	238	48	46	46	45	34
43	362915	3115	225	241	49	47	47	46	35
44	393548	3181	228	244	50	47	47	46	35
45	426041	3247	231	247	51	49	48	47	36
46	460466	3313	234	250	51	49	48	47	36
47	496896	3379	237	253	52	50	49	48	37
48	535406	3445	240	256	52	50	49	49	37
49	576072	3511	243	259	53	51	50	50	38
50	618970	3577	246	262	53	51	50	50	38
51	664179	3643	249	265	54	52	51	51	39
52	711779	3709	252	268	54	52	52	51	39
53	761852	3775	255	271	55	53	53	52	40
54	814478	3841	258	274	55	53	53	52	40
55	869742	3907	261	277	56	53	53	52	40
56	927729	3973	264	280	57	54	54	53	41
57	988526	4039	267	283	57	54	54	53	41
58	1052219	4105	270	286	57	54	54	53	41
59	1118897	4171	273	289	58	55	55	54	42
60	1188652	4237	276	292	58	56	55	55	42
61	1261575	4303	279	295	58	56	55	55	42
62	1337757	4369	282	298	59	57	56	56	43
63	1417294	4435	285	301	59	57	56	56	43
64	1500282	4501	288	304	59	57	56	56	43
65	1586816	4567	291	307	59	57	57	56	43
66	1676994	4633	294	310	61	58	58	57	44
67	1770918	4699	297	313	61	58	58	57	44
68	1868686	4765	300	316	61	58	58	57	44
69	1970402	4831	303	319	61	58	58	57	44
70	2076167	4897	306	322	62	59	59	58	45
71	2186089	4963	309	325	62	59	59	58	45
72	2300271	5029	312	328	62	59	59	59	45
73	2418822	5095	315	331	62	59	59	59	45
74	2541849	5161	318	334	62	59	59	59	45
75	2669464	5227	321	337	63	61	60	60	46
76	2801777	5293	324	340	63	61	60	60	46
77	2938901	5359	327	343	64	61	60	60	46
78	3080949	5424	330	346	64	61	61	60	46
79	3228037	5489	333	349	64	61	61	60	46
80	3380281	5554	336	352	64	61	61	60	46
81	3537800	5619	339	355	64	61	61	60	46
82	3700711	5684	342	358	64	61	61	60	46
83	3869136	5749	345	361	64	61	61	60	46
84	4043197	5814	348	364	64	61	61	61	46
85	4223016	5879	351	367	64	61	61	61	46
86	4408717	5944	354	370	64	61	61	61	46
87	4600427	6009	357	373	64	61	61	61	46
88	4798272	6074	360	376	65	61	61	61	46
89	5002382	6139	363	379	65	61	61	61	46
90	5212884	6204	366	382	65	62	61	61	46
91	5429910	6269	369	385	65	62	62	61	46
92	5653593	6334	372	388	65	62	62	61	46
93	5884067	6399	375	391	65	62	62	61	46
94	6121464	6464	378	394	65	62	62	61	46
95	6365923	6529	381	397	65	62	62	61	46
96	6617581	6594	384	400	65	62	62	62	46
97	6876576	6659	387	403	65	62	62	62	46
98	7143048	6724	390	406	65	62	62	62	46
99	7417139	6789	393	409	66	62	62	62	47

The following formula dictates the probability of leveling up at any given time. Those who experiment with different calculations will see that as one achieves higher levels, the probability of achieving a 777 on the DMW actually reduces. For example, there is a 67% chance of achieving a 777 when trying to level up from 18 to 19, but only a 63% chance of leveling up from level 37 to 38.

Probability of Achieving 777 during Modulating Phase:

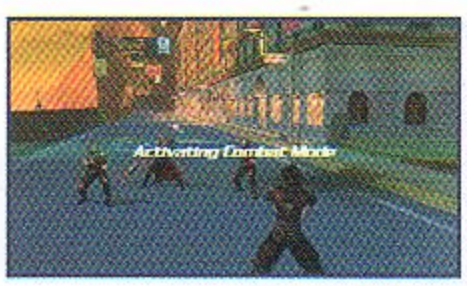
Probability = 20 x (Available level – Current level) x (Available level x 100/Current level)/100*/2.56(%)*

Available Level = highest level Zack could possibly be with current experience

** = place where the decimal is always rounded down.*

ZACK IN BATTLE

Much of *CRISIS CORE* revolves around combat between Zack and a host of enemy forces and monsters. Zack enters "Combat Mode" whenever he triggers a specific point in the story or encounters one of the invisible battle-points while exploring the field. Each of these battles takes place right where Zack was standing when he entered Combat Mode, but the area is confined to a small "battlefield" area. Zack can claim victory in the battle by defeating all the enemies on-screen. He gains SP, gil, experience, and (sometimes) items with each enemy he defeats.



Fight or Flight?

Although there is seldom a reason to flee a battle, Zack can do so by running up against the invisible boundary (or the red dot border in a mission) until he escapes. He'll be defenseless at this time and will likely suffer some damage, but that's the price one pays for running from a fight. Note that there are some fights where fleeing is not an option.

Zack will automatically target the enemy nearest the direction he's facing and a small targeting reticule will appear on that enemy's body. The targeted enemy's name will appear in the upper-right corner of the screen and, if Zack has Libra equipped, the foe's HP, MP, and any status effects that are active will be shown. Moving around, defeating enemies, and dodging attacks will cause Zack's target to change during the fight, but if there is an enemy that you want to target specifically, simply face it and get closer to it.



Combat mode isn't just about hacking an enemy to pieces! Zack has lots of options during combat. Making use of each option is the key to achieving success. You can also select one of the following options from the command list in the lower-right corner of the screen:

- ***Attack:*** *Select the sword icon to make Zack swing his sword at the targeted enemy. Always try to move behind the enemy to land a Critical Hit, which inflicts twice as much damage as a normal attack.*
- ***Magic:*** *Select from any of the equipped magic-based materia and cast a spell. Most spells can be cast from a considerable distance and allow Zack to attack his enemy while remaining safely out of reach.*
- ***Skill:*** *Command materia enables Zack to perform special attack maneuvers and even steal items from a targeted enemy.*
- ***Item:*** *Select this option to access Zack's stash of consumable items. Use the L and R buttons to scroll through the list of available items and select one to consume on the fly during combat.*

Four Quick Swings

It's possible to give Zack four quick Attack commands in a row to make him unleash a powerful four-slash combo attack. The benefit of doing this is twofold: not only does Zack keep the enemy on the defensive and interrupt its attacks, but each swing of the sword is more powerful than the last. Additionally, Zack's attacks can strike adjacent enemies as well, so by attacking with rapid sword combos such as this, you may also benefit from inflicting more powerful attacks on other enemies.

STATUS EFFECTS

Combat isn't just about trading blows in hopes of depleting the enemy's HP. Zack must also be aware of the many status effects that can be inflicted upon him (or his enemy). Positive status effects often come from the DMW, but there are also many adverse effects that enemies can inflict. It's important to equip the right combinations of materia or wear the proper accessories to protect against these negative effects.



Current Effects

Status effects that currently affect Zack are listed on the left side of the screen, beneath the DMW, during battle. Zack can eliminate most negative status effects by consuming a Remedy or by casting Esuna. Check the Main menu screen for status effects when not in battle.

Status Effects & Zack

Name	Zack's Appearance	Explanation
Poison	Green glow with bubbles above head.	Receives damage equal to 1/16 Max HP every 4 seconds.
Silence	Word balloon with "..." above head.	Cannot use magic.
Curse	Orange glow with smoke above head.	Cannot use the DMW.
Stun	Stars appear near head.	Cannot take any action except Limit Breaks. Tap face buttons to reduce Stun by 0.13 seconds.
Stop	Cannot move at all.	Cannot take any action except Limit Breaks.
Endure	Orange glow with lightning bolts.	Will not enter damage motions when attacked but will be immobilized for a brief instant.
Barrier	-	Halves physical damage received.
MBarrier	-	Halves magic damage received.
Regen	-	Restores HP equal to 1/16 of max HP every four seconds.
Raise	Golden feather above head.	Automatically revives Zack when HP reaches 0.
Critical	-	Automatically lands Critical Hits for attacks with that potential.
No MP Cost	-	Magic won't consume MP.
No AP Cost	-	Command actions won't consume AP.
Null Damage	-	Receives no damage from physical attacks.
Null Magic Damage	-	Receives no damage from magic attacks.
Invincible	Yellow glow around body.	Resists all damage and negative status effects. Also removes all negative status effects.
Death	-	Causes instant death if not protected with accessory.

DMW Flow

The DMW begins to spin and 10 SP are consumed.

↓

Left image wheel stops.

↓

Right image wheel stops. If these two images match, DMW enters Modulating Phase.

Modulating Phase

Enter Modulating Phase and center image wheel stops.

↓

The three number wheels now stop. If 777, then Zack will level up. If two of any number 1~6, Zack's currently equipped materia in that slot will level up one level; if three of any number 1~6, Zack's currently equipped materia in that slot will level up two levels.

↓

If all three image wheels match, then Zack performs the Limit Break corresponding to the character shown. Zack also regains some HP, MP, AP, and SP and spinning starts again.

If left and right images don't match

If left and right image wheels don't match, then center image wheel stops.

↓

The three number wheels stop and Zack receives any status effects based on the following table. Spinning starts again.

↓

Status Effects Based on DMW Number Combinations (non-Modulating Phase)

Numbers	Status Effect	Duration
777	Invincible	15 seconds
666	Critical	20 seconds
555	Null Damage	20 seconds
444	No AP Cost	No limit
333	Null Magic Damage	20 seconds
222	No MP Cost	No limit
111	Invincible	15 seconds
77*	No AP + MP Cost	15 seconds
7*7	Null Damage	15 seconds
*77	Null Magic Damage	15 seconds
7**	No AP Cost	12 seconds
7	No MP Cost	12 seconds
**7	Endure	20 seconds

DIGITAL MIND WAVE

The Digital Mind Wave (DMW) is a brand-new feature exclusive to *CRISIS CORE* and comes in the form of the slot machine-like set of wheels that appear in the upper-left corner of the screen during combat. The DMW consumes 10 SP each time it spins (done automatically) and is responsible for triggering Zack's Limit Break attacks, his leveling up, and the leveling up of his equipped materia. The DMW acts on its own accord and there is no way to start or stop it manually. The only way the DMW will not spin is if Zack has nine or fewer SP or is under the Curse status effect.



Although the outcome can be considered random, the DMW behaves in a very predictable and orderly fashion. The flowchart on the previous page details the steps the DMW takes from the time it starts spinning to when it stops.

DMW IMAGES

There are 18 DMW Images, but only Angeal and Sephiroth are available at the start. The others are added to the DMW as you progress through the story and obtain valuable items and materia in Mission Mode. Only human characters appear in the standard DMW wheels. Summoned monsters and special creatures like Chocobo and Moogle only appear if, during Modulating Phase, the wheels randomly trigger Summon Mode or Chocobo Mode. Similarly, the wheels will occasionally enter Genesis Mode and the left and right images will be replaced by Genesis's picture.







While essentially random, the DMW is affected by Zack's emotional state. There are five levels to the DMW Limit Gauge, which appears as a pulsating wave of light above the DMW. The higher the level in the Limit Gauge, the more likely it is that the DMW images will match and a Limit Break will trigger.

Limit Gauge Levels	
Level	**Gauge Color/Pattern**
Heavenly	Intense red waves
Sky High	Short red waves
High	Green waves
Normal	Slow blue-green waves
Low	Sluggish blue waves

Zack's Limit Gauge is usually set at Normal, but being hit by too many enemies can lower it to Low. Similarly, performing a Limit Break will lower the level, unless that Limit Break was Lucky Stars and then the Limit Gauge will actually rise. In general, Zack's emotional response to certain points in the story governs the rise of the Limit Gauge.

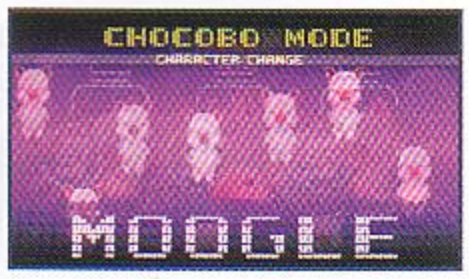
Heart Images

The DMW will occasionally enter Modulating Phase and display a series of still images or brief video from Zack's memory. These images and videos all correspond with key points in the story and do two things. For starters, seeing these Heart Images is a cue that you have a good chance of achieving a Limit Break and of activating a high level one at that! Second, one of the goals with the DMW is to uncover all of the Heart Images and achieve 100% DMW completion for that character. Using purple materia linked to specific Limit Breaks is one way to increase the chances of this occurring. Upon earning 100% completion for all 18 DMW Images, return to the DMW screen in the Main menu to receive the **Genji Armor**.

LIMIT SKILLS

Lining up three of the same DMW images during the Modulating Phase yields a Limit Break. This first rewards Zack with a Power Surge in which he gains SP and a moderate amount of HP, MP, and AP. Any actions Zack was in the middle of executing will be carried out, then he'll perform the Limit Skill associated with the DMW images that were lined up. It's worth noting that Zack is immune to enemy attacks while preparing for the Limit Skill.





Each Limit Skill is rated between 1 and 5, with the higher level skills being more powerful. Attack skills target an enemy at random and pose no elemental properties, nor are they characterized as physical or magical—they penetrate all protective barriers and always hit their mark! Not only that, but they can reach distant enemies and can even be performed when Zack is suffering from Stun or Stop.

Shadowy Faces

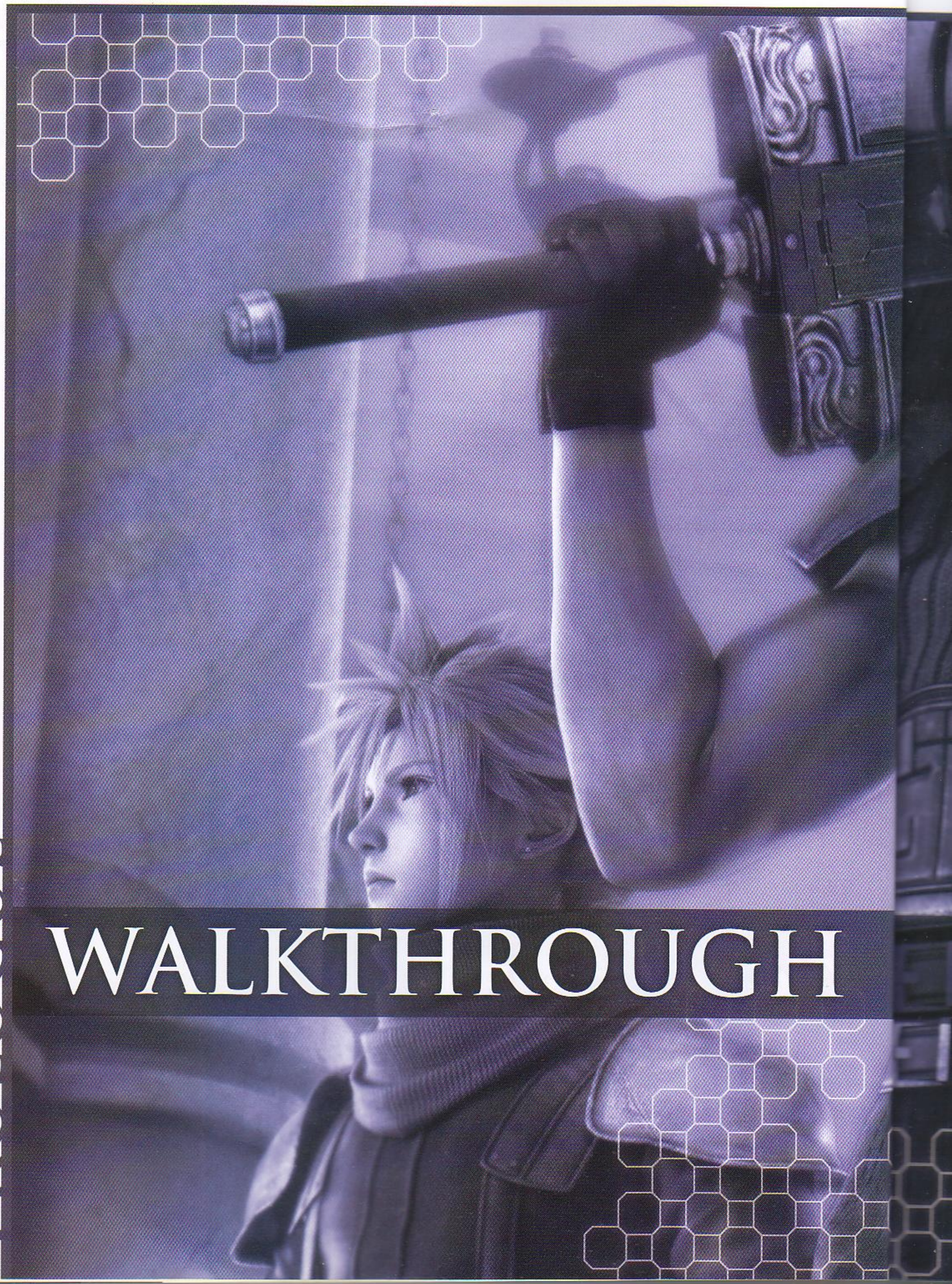
Lining up three silhouetted DMW images (characters not yet met or unlocked) makes Zack perform the Chain Slash attack. This is a nice attack that can certainly aid Zack in battle, even if it isn't as powerful as the others.



Limit Skills: Basic Power Rating & Explanations							
Image	Limit Skill	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Explanation
Sephiroth	Octaslash	9	11	15	18	22	Hit one enemy eight times with sword.
Angeal	Rush Assault (Pt 1)	6	7	8	9	10	Deals damage to an enemy seven times, proceeds to second level of attack. Ignores VIT.
	Rush Assault (Pt 2)	7	8	9	10	11	Deals damage to an enemy seven times, proceeds to third level of attack. Ignores VIT.
	Rush Assault (Pt 3)	12	18	20	24	32	Deals damage to an enemy and inflicts Stun. Ignores VIT.
Tseng	Air Strike	40	44	48	64	72	Deals damage to all enemies on battlefield.
Cloud	Meteor Shot	44	48	64	72	80	Deals damage to all enemies on battlefield.
Aerith	Healing Wave	-	-	-	-	-	Gives Zack Invincible status and restores HP, MP, and AP equal to maximum values. Can restore up to double his maximum values (triple with Feather Cap).
Cissnei	Lucky Stars	-	-	-	-	-	Gives Zack Critical status and increases his Limit Gauge equal to Lucky Stars' level.
Genesis	Apocalypse	66	76	86	96	120	Deals damage to all enemies on battlefield.
Ifrit	Hellfire	52	56	60	64	77	Deals damage to all enemies on battlefield. Ignores SPR.
Bahamut	Megaflare	58	65	66	70	84	Deals damage to all enemies on battlefield. Ignores SPR.
Bahamut Fury	Exaflare	70	74	78	82	96	Deals damage to all enemies on battlefield. Ignores SPR.
Odin	Zantetsuken	-	-	-	-	-	Deals Zantetsuken (instant death) effect to all enemies on battlefield. See calculation below.
Phoenix	Rebirth Flame	48	52	56	60	78	Deals damage to all enemies on the battlefield and gives Zack Raise Status. Ignores SPR.
Chocobo	Chocobo Stomp	48	54	58	64	72	Deals damage to all enemies on the battlefield. Ignores VIT.
Cactuar	Thousand Needles	-	-	-	-	-	Deals damage to enemies 18 times spread evenly across battlefield.
Tonberry	Murderous Thrust	52	60	64	68	78	Deals damage to one enemy. Ignores VIT.
Cait Sith	Courage Boost!	-	-	-	-	-	Cures Zack of Poison, Silence, Stun, and Stop status and gives him Endure, Barrier, MBarrier, No MP Cost, No AP Cost, Null Damage, and Null Magic Damage.
Moogle	Moogle Power	-	-	-	-	-	Increases the level of all Zack's currently equipped materia based on Moogle Power level. Also grants Zack Regen status.
Magic Pot	Item Mugger	-	-	-	-	-	Acquires item and materia from a preset list (see separate table).
Silhouette	Chain Slash	48	54	60	66	76	Deals damage to one enemy.
Dud!	Miss	-	-	-	-	-	Zack takes damage and receives Stun status.

Probability of Zantetsuken Success: Probability = (Zack's Level – Opponent's Level)/10 + (255 – Enemy's VIT)/2.55(%)

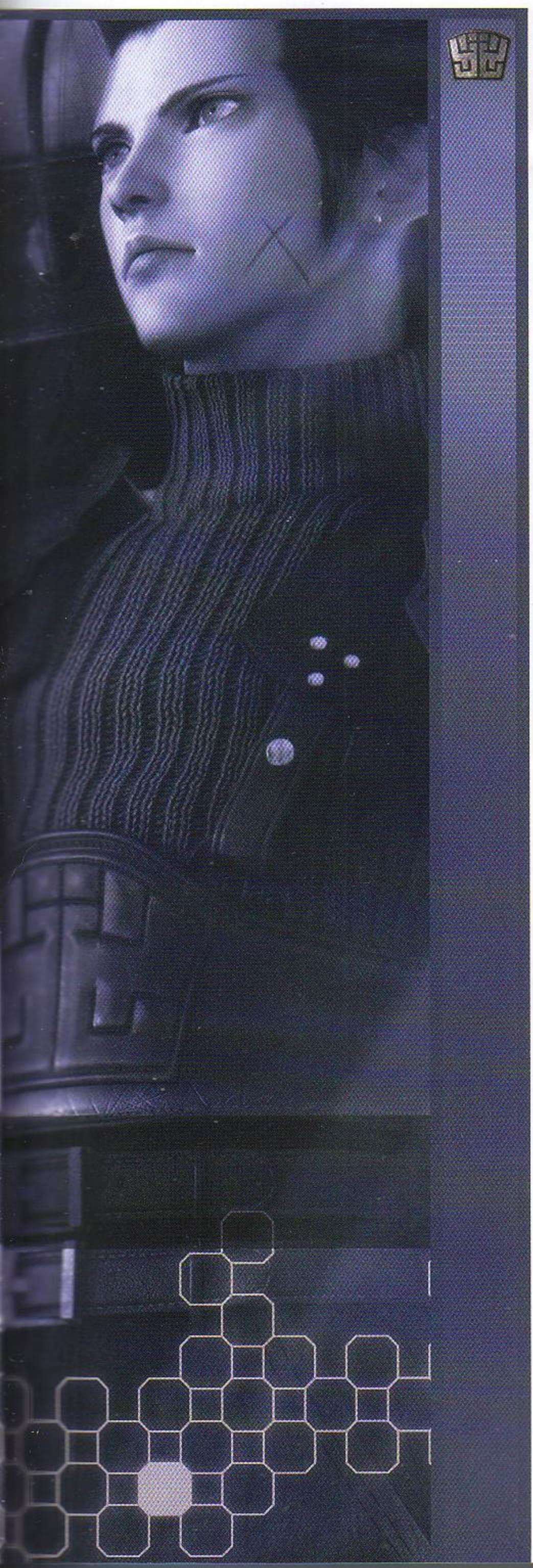
Item Mugger Loot	
Level	Possible Items Acquired
1	Curaga, Drain, Graviga, Libra
2	Iron Bangle, Titanium Bangle, Carbon Bangle, Platinum Bangle
3	Kaiser Knuckle, Shinra Beta+, Royal Crown, Crystal Orb
4	Elixir x5, Elixir x10, Phoenix Down, Phoenix Down x3
5	Ribbon, Gold Bar, Gold Bar x3, Gold Bar x5



PROLOGUE

WALKTHROUGH





PROLOGUE

It's the dark of night and Zack, a young SOLDIER 2nd Class, is awaiting his latest mission. Wutai Troops have commandeered the express train MK93 II bound for Sector 8 in Midgar. It's up to Zack to eliminate the Wutai assailants and stop the train. Zack must concentrate his talents, ignore the Shinra disguise his targets wear, and re-route the speeding train to Sector 1 Station near Mako Reactor 1.

Successful completion of this mission is critical, not only for the integrity of the reactor, but for Zack's quest to become SOLDIER 1st Class. It's his dream to rise in the SOLDIER ranks and work alongside heroes such as his mentor, Angeal, and the legendary Sephiroth. If only Zack could focus...







Angeal: "There are no Shinra troops on this train. Understood?"



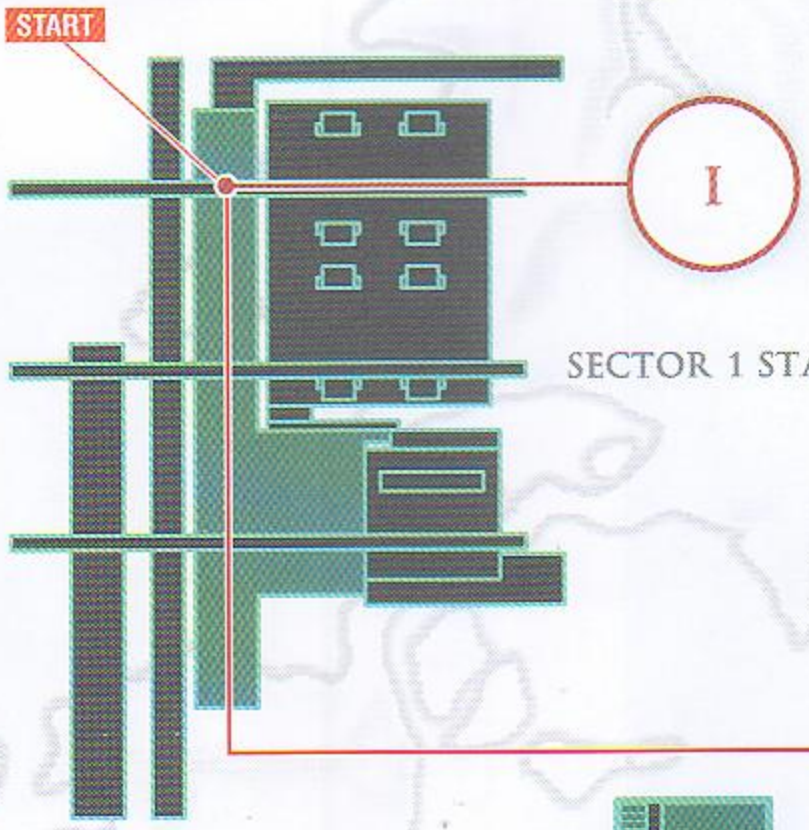




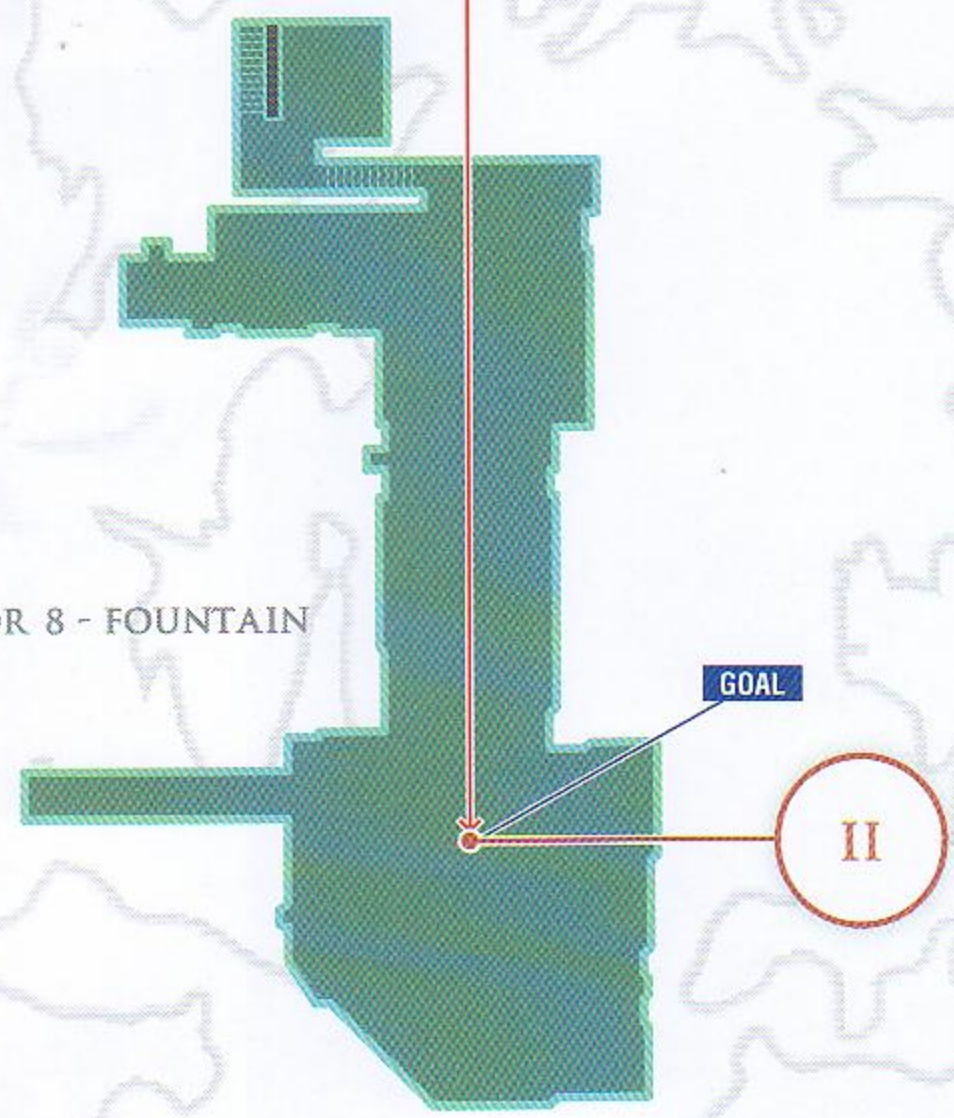
Zack: "So I can cut loose, right?"

AREA MAPS





SECTOR 1 STATION



SECTOR 8 - FOUNTAIN

Chapter Flow



1. Defeat the wave of Sentries on the train platform. Remember, they're not Shinra troops!



2. Defeat the Behemoth at the top of the stairs near the fountain.

Enemies on the Prowl

Sentry Page 208



Level 3 HP 210

Weakness -

Drop -

Steal -

Behemoth Page 246



Level 6 HP 7870

Weakness -

Drop -

Steal -



SECTOR 1 STATION

TRAIN PLATFORM

CLEAR A PATH

Zack must make his way to Sector 8, but a squad of 16 Sentries is set to attack **[1]**. These units attack in small groups and rely on gunfire, but they inflict just 1 HP of damage per bullet. Experiment with the various elemental materia Zack has access to and give Assault Twister a try. In practical terms, these Sentries are merely fodder for Zack to toy with. Take your time and attempt some dodges and guards and finish them off at your leisure.



A Combat Primer

Zack's first battle is against a contingent of low-level Sentries who are weak and lack special abilities. Use this opportunity to get familiar with the controls. Use the L and R buttons to cycle through the commands listed on the bottom-right corner. To confirm a selection, press the X button. Use the Triangle button to guard and the Square button to dodge. Try to attack opponents from behind for a Critical Attack that inflicts far more damage than normal.

SECTOR 8

FOUNTAIN

Angeal instructs Zack to head up the steps toward Sector 8, where he quickly runs into a massive creature known simply as Behemoth **[2]**. This will be a far more significant test for Zack and an opportunity to employ the guard command and, perhaps, utilize a Potion.

Level 6

Behemoth

Page 245



The Behemoth is quite large and far more intimidating than the Sentries Zack fought earlier, but it is nothing to fear as long as you stay behind it. Those foolish enough to stand face-to-jowl with the Behemoth will fall victim to a number of attacks such as the Gyro Tail and Heave, not to mention a heavy claw swipe. Zack can guard against these attacks, but he can only inflict limited damage with a frontal assault anyway.





The first step in defeating this beast is to avoid its claws and move into position behind it. The Behemoth doesn't move around a lot, so it's very easy to continuously slash at its hindquarters for a Critical Attack.



Continue slashing at the Behemoth's backside until it raises its tail. This is the signal to either roll out of the way or press the Triangle button to guard against the tail swipe attack. Defend against the two tail swipes and then resume the attack. The Behemoth has no particular elemental weaknesses, so continue hacking away with the sword.





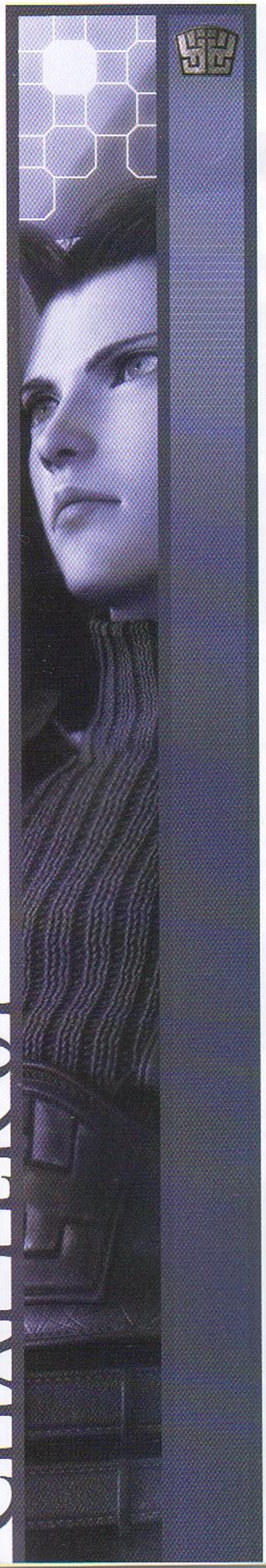
Attacking the rear of the Behemoth will help increase the amount of damage Zack inflicts, but a Limit Break will speed things up even more. With any luck the DMW will spin a Power Surge and Zack will unleash one of his numerous Limit Break attacks. This action is completely random, but the battle with the Behemoth is lengthy enough that it should happen at least once.



BOSS STATS

HP	MP	WEAK
7870	122	N/A

DROP	STEAL
-	-



CHAPTER 01

EMBRACE YOUR DREAMS

Quite some time has passed back at SOLDIER Headquarters and Zack has begun to grow impatient at the lack of assignments. Finally, Zack's friend Kunsel lets him know about a mass desertion at SOLDIER. A 1st Class has gone missing and taken a number of 2nd and 3rd Class SOLDIER operatives with him. The desertion has everyone at SOLDIER preoccupied… and baffled.

Director Lazard has a special mission for Zack. He wants to send him to Wutai to search for clues concerning the missing SOLDIER 1st Class, Genesis. Lazard also says he will monitor the mission first-hand—do well and Zack just might receive a promotion for his efforts.







Angeal: "Honor can be quite a burden at times."







Chapter Flow



1. Read the Tutorial mails and register at the Mission Board. Complete "Shinra's Basic Training" mission.



2. Fight along the mountain path on Mt. Tamblin to the Wutai Fortress.



3. Cause chaos inside Fort Tamblin by drawing out as many Wutai units as possible.



4. Fight through the courtyard to the arena and defeat Vajradhara Wu and Vajradhara Tai.

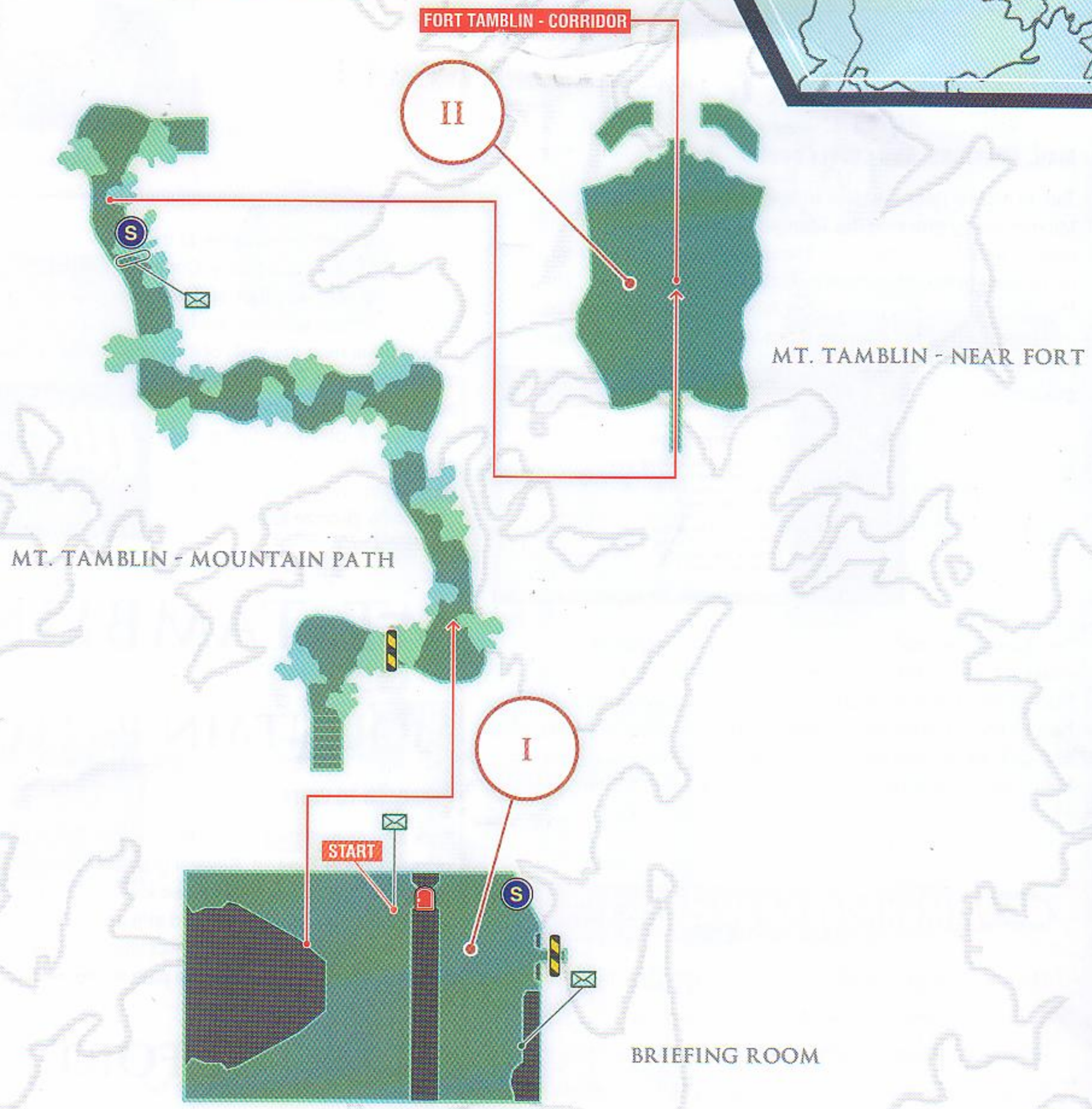


5. Protect Director Lazard from attack on the animal trail by defeating Ifrit.



AREA MAPS





Enemies on the Prowl

Wutai Private
Page 210



Level 3 HP 178
Weakness -

Drop	Potion
Steal	Potion

Wutai Sergeant
Page 211



Level 4 HP 575
Weakness -

Drop	Potion, ★Hi-Potion
Steal	Potion, ★Hi-Potion

Foulander
Page 229



Level 5 HP 482
Weakness -

Drop	Ether
Steal	Ether, ★Fire

Crescent Unit Lux
Page 213



Level 7 HP 1055
Weakness -

Drop	Elixir
Steal	Potion, ★Potion

Vajradhara Wu
Page 230



Level 7 HP 2900
Weakness -

Drop	Potion, ★Potion x2
Steal	Potion

Vajradhara Tai
Page 230



Level 7 HP 2900
Weakness -

Drop	Potion, ★Potion x2
Steal	Potion

Ifrit
Page 247



Level 8 HP 6720
Weakness *Ice*

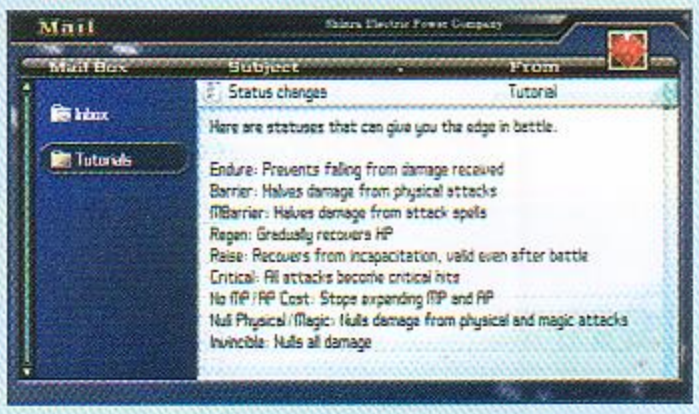
Drop	Hi-Potion, ★Wrist Band
Steal	Potion, ★ATK Up

SHINRA BUILDING

BRIEFING ROOM

MAIL, MISSIONS, AND SUPPLY PODS

Talk to Kunsel near the door to learn about mail. Access the Main menu by pressing the Triangle button and read the Tutorial mail he sent to your handset. These messages discuss many of the finer points of combat including the DMW system, Limit Breaks, materia, and many other topics. We've expanded on the information provided in these mails in the "Gameplay System" chapter of this guidebook.



Tell Kunsel that you've read all of the mail and follow him to the mission board in the adjacent room **[1]**. Press the X button in front of the station to register Zack's name for missions—now he's eligible to participate in special tasks that help him level up and gain items. Approach the Save Point and press the Triangle button while standing on it to access the Mission screen via the Main menu.

A Multitude of Missions

The game contains a whopping total of 300 individual missions for Zack to participate in. Completing these missions not only gives Zack a chance to earn new items and level up, but many of the game's secrets can only be uncovered by completing these special tasks.

You must meet specific conditions in the main story portion of the game to unlock many of these missions. Others are unlocked by completing previous missions. This book's "Mission Guide" chapter contains all of the pertinent information concerning each one of the 300 missions, including how to unlock them, the enemies contained therein, maps of chest locations, and even

NEW MISSION AVAILABLE!

★ Zack will receive access to Mission 1-1-1 immediately after registering with the Mission Board. Follow Kunsel's lead and complete the mission to continue the preparations.



Only one mission is available at this time—Shinra's Basic Training—and it's quite easy. Complete the battle against the Sentries to earn an **Elixir** and to further preparations for going to Wutai. Kunsel will continue his tutelage by showing Zack the supply pods near the wall. Shinra sends basic equipment to members of SOLDIER before each of their assignments, so check the supply pod during each chapter. Zack's supply pod is the sixth one on the left and it contains a **Bronze Bangle**.



MT. TAMBLIN

MOUNTAIN PATH

APPROACH TO WUTAI

Zack and Angeal must follow the mountain path to the Wutai fortress at Fort Tamblin. Several groups of Wutai Privates attack en route to the fortress, but these low-level Infantrymen can be dispatched with two quick sword strikes each. Wutai Privates attack in groups of three and inflict little damage. Proceed past the Save Point at the end of the path to the next zone.

NEAR THE FORT

WAITING FOR A DIVERSION

Zack must wait until B Unit detonates an explosion before leaping into action outside the fort's entrance. Once the diversion is triggered, Angeal will make his way inside to plant a bomb while Zack charges the front gate. Zack must battle an army of Wutai Privates and their Wutai Sergeant to get inside, but it's a fight he can win.

Heightened Emotions

Zack's excitement over being in his first real live mission has elevated his emotions which, in turn, affect the Digital Mind Wave. Heightened emotions increase the chances of positive outcomes and thereby make it more likely for Zack to achieve status boosts, Limit Breaks, and level up.



Dozens of Wutai Privates attack in droves alongside a single Wutai Sergeant [2]. Rush forward into a group of enemies and repeatedly slash at the nearest foe. Zack's sword slashes are quite wide and he'll undoubtedly injure several Wutai Privates at once. Sneak in an occasional slash against the Wutai Sergeant, but focus on the numerous weaker enemies first.

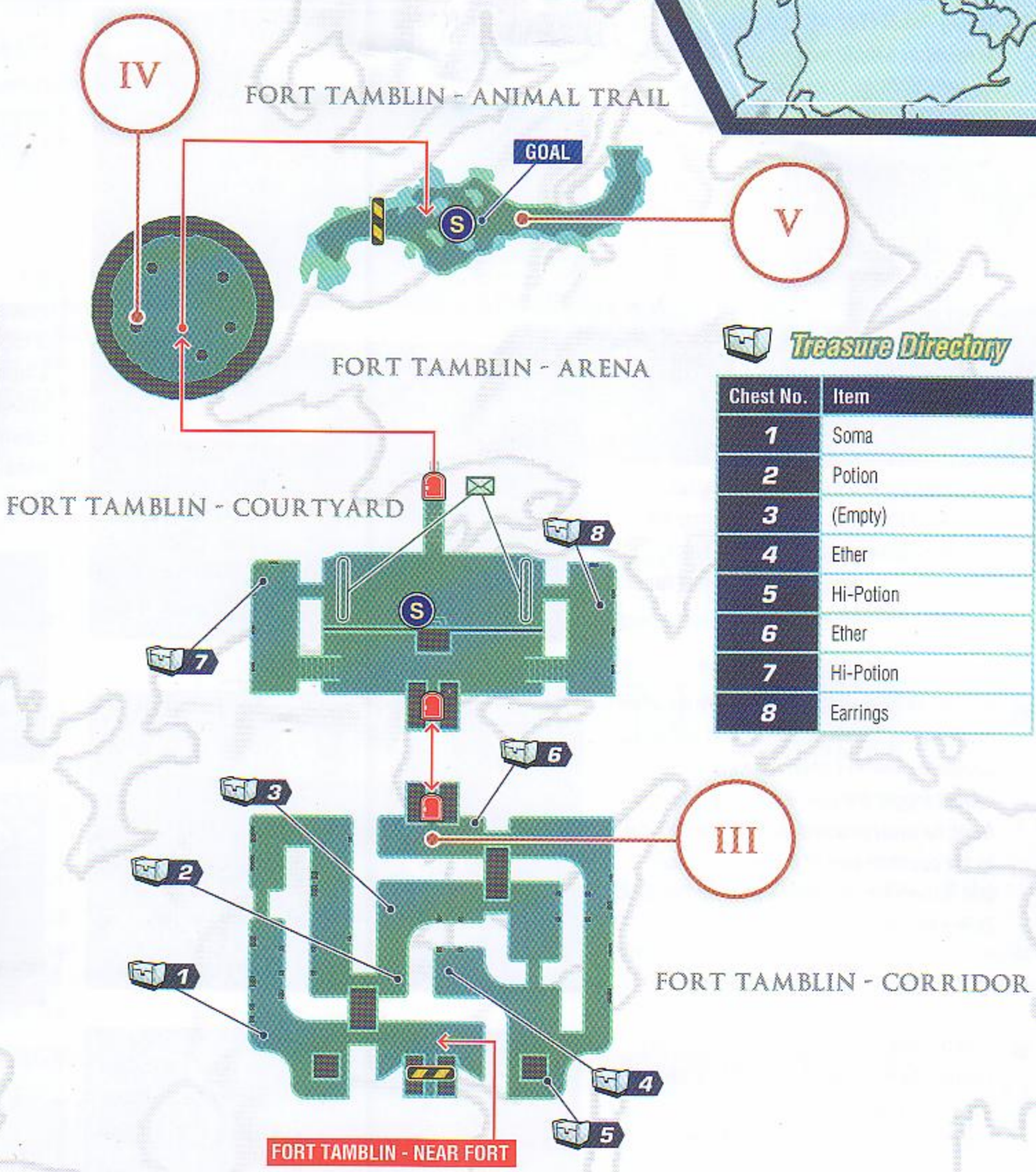


Continue fighting until the only three enemies remaining are those on the wall above the gate. Move close to the gate and use the Fire materia to defeat them with a ranged attack. Fire casts a small burst of flame capable of defeating a Wutai Private with a single attack.



AREA MAPS





Treasure Directory

Chest No.	Item
1	Soma
2	Potion
3	(Empty)
4	Ether
5	Hi-Potion
6	Ether
7	Hi-Potion
8	Earrings

Lazard: "Unattainable dreams are the best kind."

FORT TAMBLIN

CORRIDOR

ASSAULT ON FORT TAMBLIN

This is Zack's big chance to impress Director Lazard! There are 16 small groups of remnant forces lurking in the fortress corridor and Angeal wants Zack to defeat as many of them as possible before advancing to the courtyard. It's not required to seek out and destroy every group, but the quality of the reward you'll receive later from Lazard is tied directly to the number of remnant forces you eliminate.

Assault on Fort Tamblin Reward Table	
Remnant Forces Defeated	Reward
16	Fire Armlet
14-15	Phoenix Down
11-13	Bulletproof Vest
10 or less	Elixir

The interior corridor contains many chests, but even more groups of enemies **[3]**. Zack will encounter most of the enemies out in the open, but others require a bit of investigating. Look for enemies in the following places:

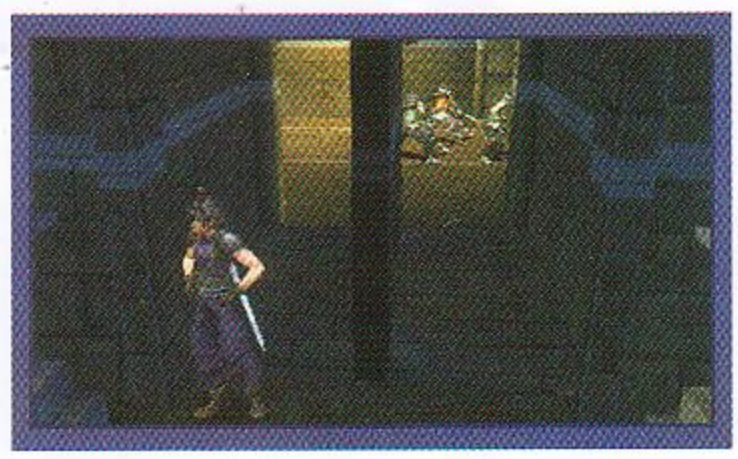
★ ***Roving Patrol (10):*** *Most of the enemies can be found by simply making your way through the serpentine corridor towards the entrance to the courtyard.*



★ ***In the Watchtowers (2):*** *There are two watchtowers inside the corridor area, one in the southeast corner and one in the southwest corner. Approach each structure and press the X button to take a closer look. Note that Zack can only examine the southeast tower first. Retrace his steps through the corridor to the southwest tower to inspect that one second.*



★ ***Behind Revolving Walls (3):*** *There are three revolving walls in the corridor that will reveal additional enemies upon examination. Zack cannot trigger the door's opening from the front; he must proceed through the corridor to the opposite side of the revolving wall and inspect the revolving wall from the back. Doing so will lure enemies out of hiding.*



★ ***Empty Chest (1):*** *The third chest is empty, but it's important to open it anyway because it's a trap. Opening this chest will lure another batch of enemies out of hiding.*



Never Retreat!

Zack will encounter enemies in the northeast corner of the corridor as he draws near the exit. Select the "Charge!" option to rush the threesome when given the choice. This will scare off the two Wutai Privates and give Zack a one-on-one fight with a Wutai Sergeant.



COURTYARD

CRESCENT CAPTAIN SHOWDOWN

Battle past the Foulanders in the courtyard and collect the items from the two chests near the Save Point. Equip the Earrings alongside the Bronze Bangle gained earlier and save your progress. Approach the Leviathan statue near the Save Point and press the X button to take a closer look. The Crescent Unit Captain will appear to explain the importance the Wutai place on the Leviathan deity, and although he tries to appeal to Zack's sense of fairness, his words fall on deaf ears.





The Crescent Unit Lux are capable fighters, but can still be defeated with rapid sword strikes and well-timed evasive maneuvers. Dispatch the three foes and climb the stairs to meet a foe of another type altogether. Zack will fake defeat to his pint-sized adversary so she'll leave him alone. Continue up the stairs and head inside.

ARENA

Zack isn't inside the arena for long before running into the anti-SOLDIER units he was warned about. A pair of hulking, axe-wielding monsters drops into the room from above. Zack must defeat them quickly and escape the fort before Angeal's bomb is detonated **[4]**.



Level 7

Vajradhara Wu & Vajradhara Tai

Page 230

The twin beasts standing before Zack are far more deadly as a pair than they are alone, thanks in large part to their synchronized Twin Tomahawk attack. Zack must keep his distance early in the battle and run circles around the two Vajradharas to get a clean shot at their backs. It's difficult to isolate one of the enemies and focus solely on it, but doing so is worth the effort. The sooner Zack can defeat either of the Vajradhara, the better off he'll be.





Both the Vajradhara Wu and Vajradhara Tai can attack by swinging their weapons in an overhead strike, but they can also use their free hands to backhand Zack with surprising force. Watch for them to raise one of their hands and immediately dodge out of the way. Move in behind them and slash away at their backs for Critical damage bonuses.





BOSS STATS

	HP	MP	WEAK	DROP	STEAL
Wu	2900	22	-	Potion, ★Potion x2	Potion
Tai	2900	22	-	Potion, ★Potion x2	Potion

MT. TAMBLIN

ANIMAL TRAIL

Zack, Angeal, and Lazard are ambushed by unidentified assailants on their way back to the Shinra Building. Zack must fend off the first wave of attackers, then guide Lazard to safety while Angeal stays back to fight. The Infantrymen from Unit B aren't far up the path—leave Lazard with them and save your progress at the Save Point. Equip the HP Up materia earned during the fight in the arena (and the Fire Armlet if applicable) and return in the direction of Angeal. Unfortunately, Angeal is nowhere to be found, so Zack will have to battle a summon by the name of Ifrit **[5]**.

Level 8

Ifrit

Page 247

Ifrit is a powerful, fire-based summon capable of scorching the very ground beneath Zack's feet. Ifrit attacks swiftly with punches and kicks and can even lob fireballs. None of this compares to his incomparable Hellfire attack in which he emits a series of flames that zip across the ground in columns and are very difficult to avoid. Look for the Hellfire notice at the top of the screen and immediately take a guard stance.







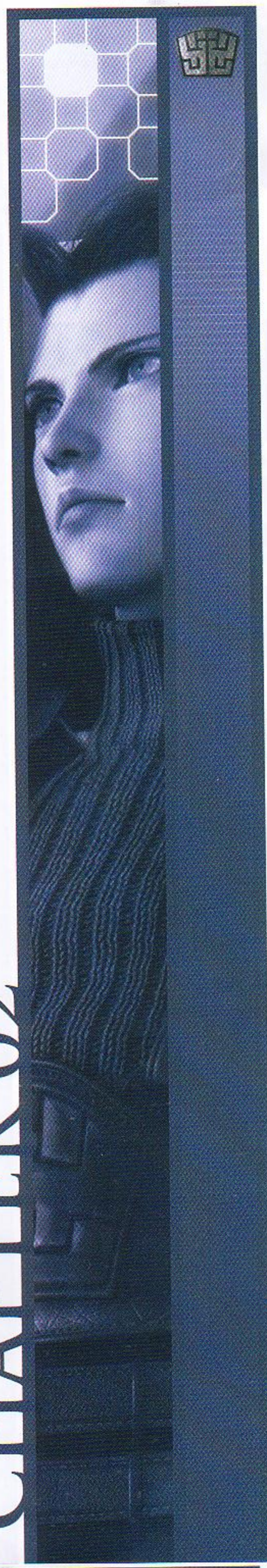
The key to defeating Ifrit is to use the Blizzard materia as frequently as possible. Ifrit is vulnerable to ice-based attacks and even a Level 1 Blizzard attack can inflict roughly 600 HP worth of damage. Ifrit won't always stand still long enough for the Blizzard spell to be effective. In this case, rush forward and attack with the sword over and over. Ifrit will block attempts to get behind him and will use his own melee attacks to interrupt Zack's materia usage if given the chance. Stand tall in front of him and attack repeatedly with the sword to keep Ifrit from counter-attacking. It's not a fast path to victory, but the occasional Limit Break and Power Surge will certainly speed things up.





BOSS STATS

HP	MP	WEAK	DROP	STEAL
6720	403	Ice	Hi-Potion, ★Wrist Band	Potion, ★ATK Up



CHAPTER 02

BETRAYAL?

It's been a month since Zack returned from Fort Tamblin, but he still hasn't heard from Angeal. The disappearance of his mentor is not only saddening, but confusing as well. Could Angeal have really deserted SOLDIER? It's hard to believe, but Zack's trust in Angeal's honor and loyalty are beginning to crumble with each day that passes.

Zack's relationship with Angeal is well known at SOLDIER and Director Lazard has pegged him to accompany Tseng, of the Turks, to Banora to search Genesis's house. Genesis and Angeal were childhood friends and the village may have clues concerning the whereabouts of both missing men. This assignment was first offered to Sephiroth, but he declined.









Genesis: "We have neither dreams nor honor."



Chapter Flow



1. Head down to Sector 8 with Kunsel and have a look around to gain access to more missions.



2. Meet with Tseng in the Briefing Room to embark on the trip to Banora with him.



3. Search the village in Banora for Angeal's house and any clues concerning his whereabouts.

Enemies on the Prowl

G Assassin Page 214



Level 6 HP 720
Weakness -

Drop	Soma, ★Potion
Steal	Potion, ★Ether

Guard Hound Page 227



Level 4 HP 491
Weakness -

Drop	Potion, ★Ether
Steal	Potion, ★Ether

Guard Spider Page 248



Level 10 HP 7225
Weakness Thunder

Drop	Potion, ★Hi-Potion
Steal	Potion, ★Bulletproof Vest



AREA MAPS





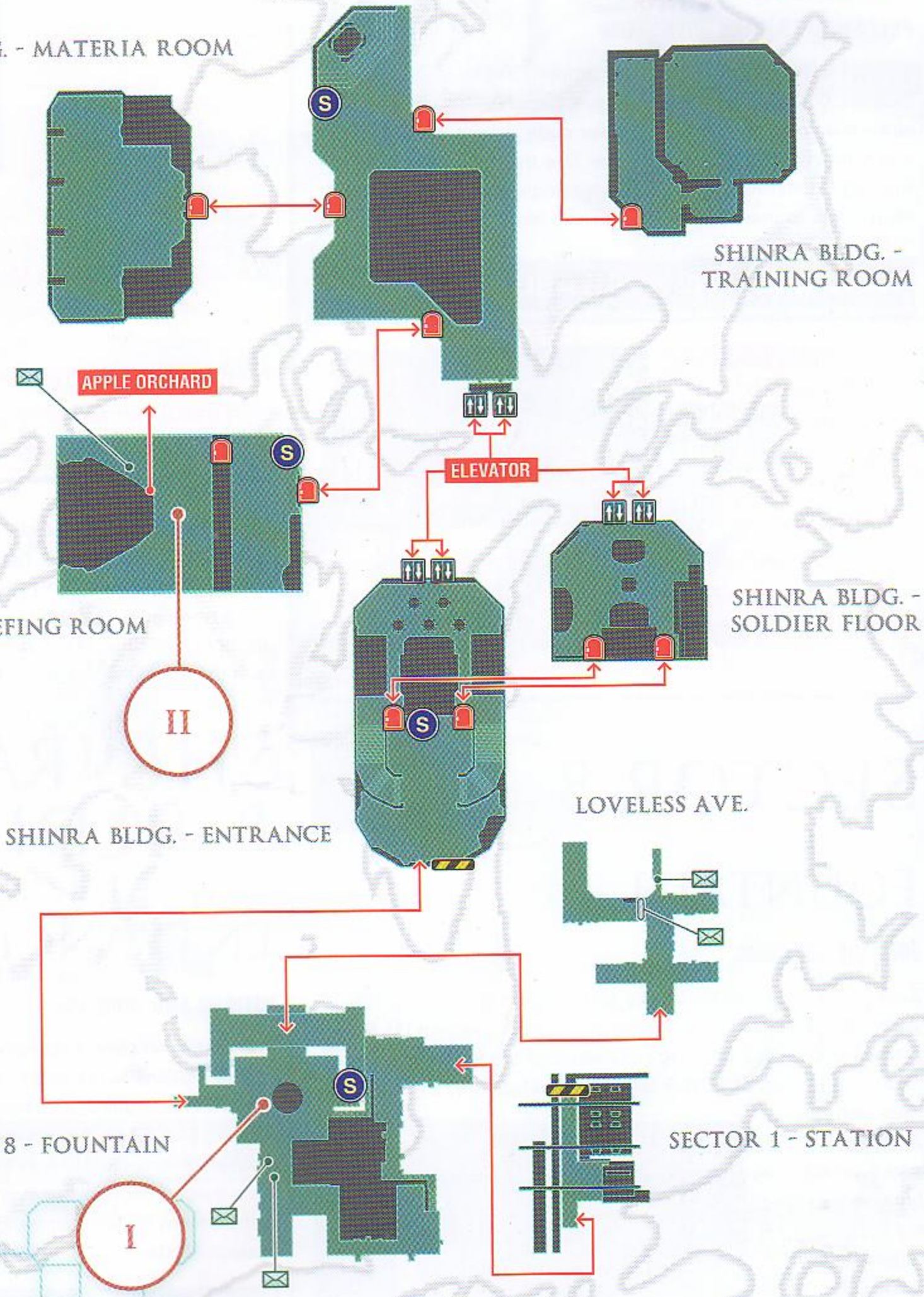
4. Break into the factory below the cliff with Tseng and search for Genesis.



5. Destroy the missiles on the trip back up the path to gain time to search for Angeal's mother.



6. Defeat Bahamut and escape Banora before it's too late.



Blood Taste Page 228



Level 7 HP 914
Weakness -

Drop	Remedy
Steal	Remedy

Heli Gunner Page 221



Level 8 HP 1850
Weakness *Thunder*

Drop	-
Steal	-

Bahamut Page 249



Level 13 HP 8740
Weakness -

Drop	Potion, ★Force Bracelet
Steal	Potion, ★Hi-Potion

SHINRA BUILDING

BRIEFING ROOM

PREPARING TO WORK WITH TSENG

Director Lazard wants Zack to accompany Tseng to Banora on a mission, but there is no rush to leave. Zack has time to complete some missions, collect the **Thunder** materia from the supply pod, and even visit Sector 8 with Kunsel. Use the Save Point in the Briefing Room to complete some missions, then go through the brown door to meet Kunsel and go with him to Sector 8.

NEW MISSION AVAILABLE!



★ Zack will receive access to Mission 4-1-1, Mission 5-1-1, Mission 6-1-1, and Mission 8-1-1 following his return from Wutai.

Many of these missions will unlock subsequent missions. We recommend completing as many of these as possible to gain items and levels until the difficulty rating for the individual missions becomes "Very Hard." Come back for these later.

SECTOR 8

FOUNTAIN

JOIN THE FAN CLUBS

Zack and Kunsel split up shortly after arriving in Sector 8. This gives Zack the freedom to explore the area on his own **[1]**. Begin by talking to each of the three women near the fountain to learn about the various SOLDIER fan clubs to which they belong. Zack can join the Angeal and Genesis fan clubs and start receiving fan-related newsletters in his handset.



Continue exploring the area near the fountain and maybe near the Sector 1 Station. There are plenty of people to talk to, but there are no extra missions to receive or items to find. Ultimately, Zack should make his way north to LOVELESS Avenue.

LOVELESS AVENUE

FINDING FANS AND RIVALS

NEW MISSION AVAILABLE!



★ Enter the small alley to the right upon reaching LOVELESS Avenue and talk with the Captain. He's not a fan of SOLDIER—jealousy has gotten the better of him—and he wants to prove that the Shinra Security Department is more important than SOLDIER. Continue talking to him to unlock Mission 1-2-1. Completing missions in the corresponding "Peacekeeping Troops" sub-category will unlock subsequent missions. Upon completing Mission 1-2-6, return to LOVELESS Avenue and talk to the Captain to receive **Craftsman Monthly**, a set of instructions that can later be used to build a flower wagon.

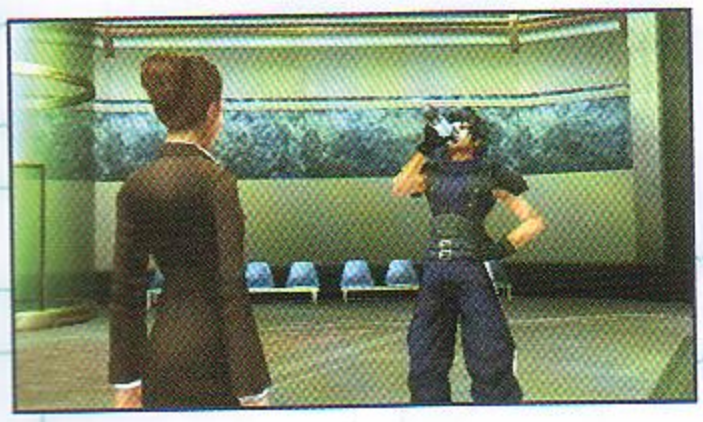
Continue north along the street and enter the alley at the far end, to the right of the theatre. Talk with the Genesis fan there to gain membership to the LOVELESS Study Group. She'll not only send you a newsletter, but she'll even reveal all there is to know about this epic poem that is so often recited by Genesis. Talk to the man near the truck, then return to the Shinra Building.

SHINRA BUILDING

ENTRANCE

POTIONS AND TOURISTS

The Shinra employee standing nearest the entrance sells special Potions to the public, but gives them away free to SOLDIER operatives. Drinking this Potion not only fills Zack's HP, MP, and AP stats but also gives him the Raise status equivalent to consuming a Phoenix Down. The opportunity to drink these Potions whenever desired makes the Save Point in the Shinra Building Entrance the preferred Save Point for Mission Mode.





Shinra Potions: To Drink or Not to Drink?

Drinking the Shinra Potion in the Shinra Building Entrance is a great way to restore the Raise status and to max out Zack's HP, MP, and AP stats, but there is a drawback. Since drinking the Potion makes Zack's HP, MP, and AP values equal to the current maximum, this may actually *lower* his current levels if he's in Break status. Check the current stat levels before drinking the Potion (although regaining Raise status may be worth losing Break status).

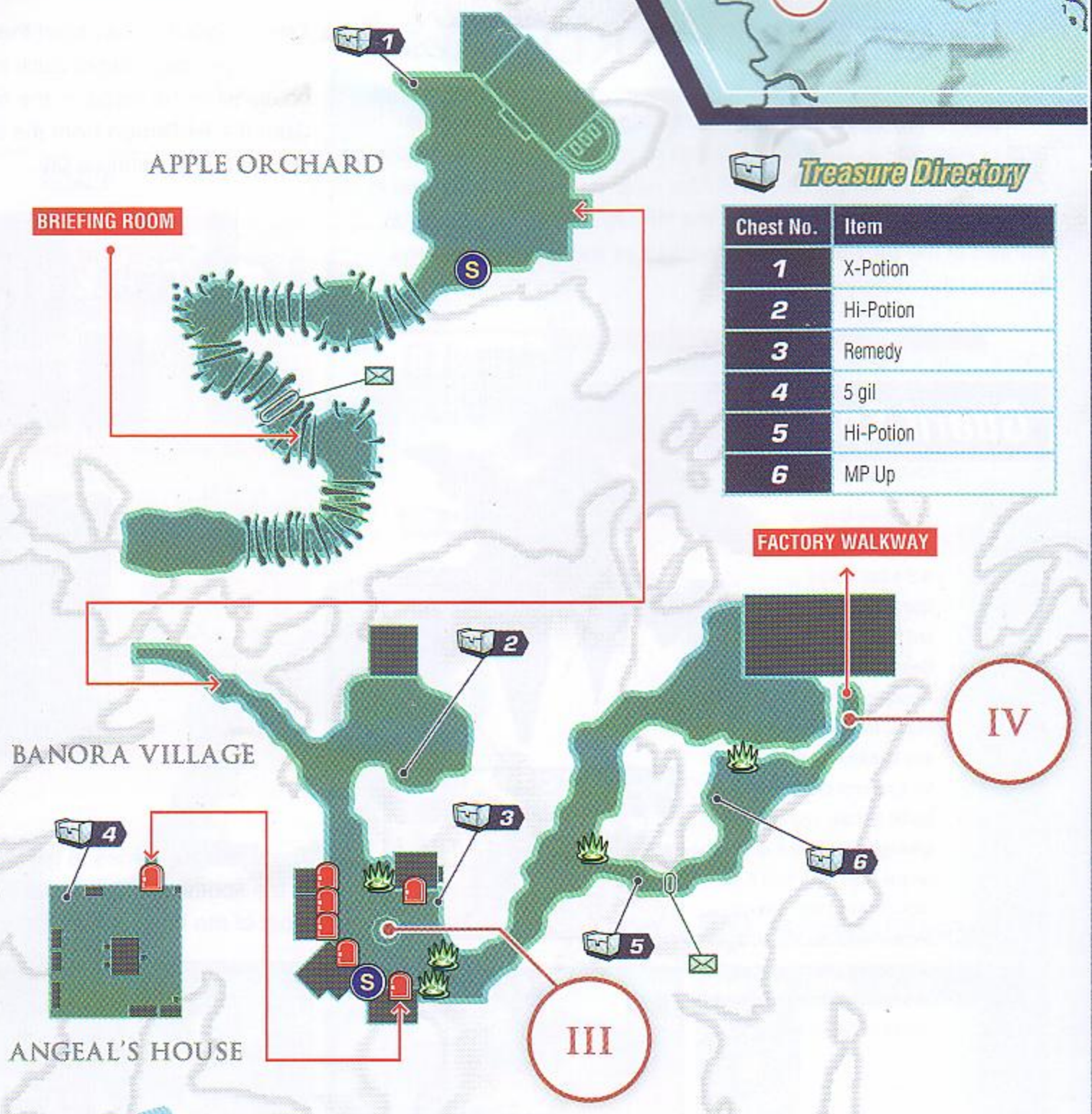


Look around the vehicle exhibits and talk to the women behind the desk in the lobby. Consult the woman on the right to learn about Zack's current objective, the Shinra Building, and Sector 8. When satisfied, ride the elevator to the SOLDIER floor.

Tseng: "Don't worry. We're paid much better than you are."

AREA MAPS





Treasure Directory

Chest No.	Item
1	X-Potion
2	Hi-Potion
3	Remedy
4	5 gil
5	Hi-Potion
6	MP Up

SOLDIER FLOOR

A MEETING WITH A TURK

Kunsel appears outside the elevator and implore Zack to head to the meeting with Tseng in the Briefing Room **[2]**. Take a minute to first head to the Materia Room to talk to the researchers there and to participate in more missions.

NEW MISSION AVAILABLE!

★ Enter the Materia Room and talk to the researcher nearest the door to unlock Mission 8-2-1. This allows Zack to progress through the "Mako Stones" sub-category of missions that reward valuable mako stones that can be used in materia fusion when that ability becomes available.



DMW Image Added

Tseng is now active in the DMW. Match his pictures in Modulating Phase to unleash the Air Strike attack.

BANORA

APPLE ORCHARD

The path through the orchard is crawling with Guard Hounds and G Assassins, but neither poses much of a threat. The same cannot be said for the Guard Spider near the large farmhouse in the clearing to the north. Equip the HP Up and VIT Up materia earned in the previous chapter as well as the Thunder materia found at the supply pod.

Level 10

Guard Spider



Page 248

The Spider Guard is a robotic sentry unit that walks around on four mechanical legs and fires a Type-97 Cannon, emitting a damaging EM Field attack. This foe can also leap into the air for a physical attack. The Guard Spider typically only uses the electrifying EM Field if Zack is several steps away from it. So Zack can avoid this powerful dome-shaped electrocution ability by staying close by or very far away. Each of the other attacks can also be dodged.





It may sound odd to suggest sticking close to a creature of this size and power, but that's exactly what you should do. Each of the Guard Spider's ballistic attacks can be avoided and, best of all, can force the beast to stand still. This provides ample opportunity to run around behind it and earn Critical Attacks for bonus damage. Zack can also achieve a quick victory by using Thunder materia, but a sword-based attack strategy works equally well.



BOSS STATS

HP	MP	WEAK
7225	0	Thunder

DROP	STEAL
Potion, ★Hi-Potion	Potion, ★Bulletproof Vest

BANORA VILLAGE

SEARCHING FOR A FRIEND

Tseng leads the way from the orchard to Genesis's childhood home and encourages Zack to check the village for Angeal's house while he inspects the fresh grave underneath the tree. Grab the **Hi-Potion** from the chest and head down the hill to the homes in the distance **[3]**.

Check the Glowing Spots

You won't receive anything for inspecting each of the glowing spots right now, but giving these mysterious points a quick once-over now will make it possible to collect items from them later on. There are five such glowing spots; make sure to visit each of them.



There are six homes in the village and Angeal's house is the one at the southern edge of the map, to the left of the Save Point. Most of the homes are empty, but enemies will emerge from the one opposite Angeal's as well as the third door to the right of the Save Point. Take a moment to slay the beasts that appear, then approach the door of Angeal's house and go inside to talk with his mother.





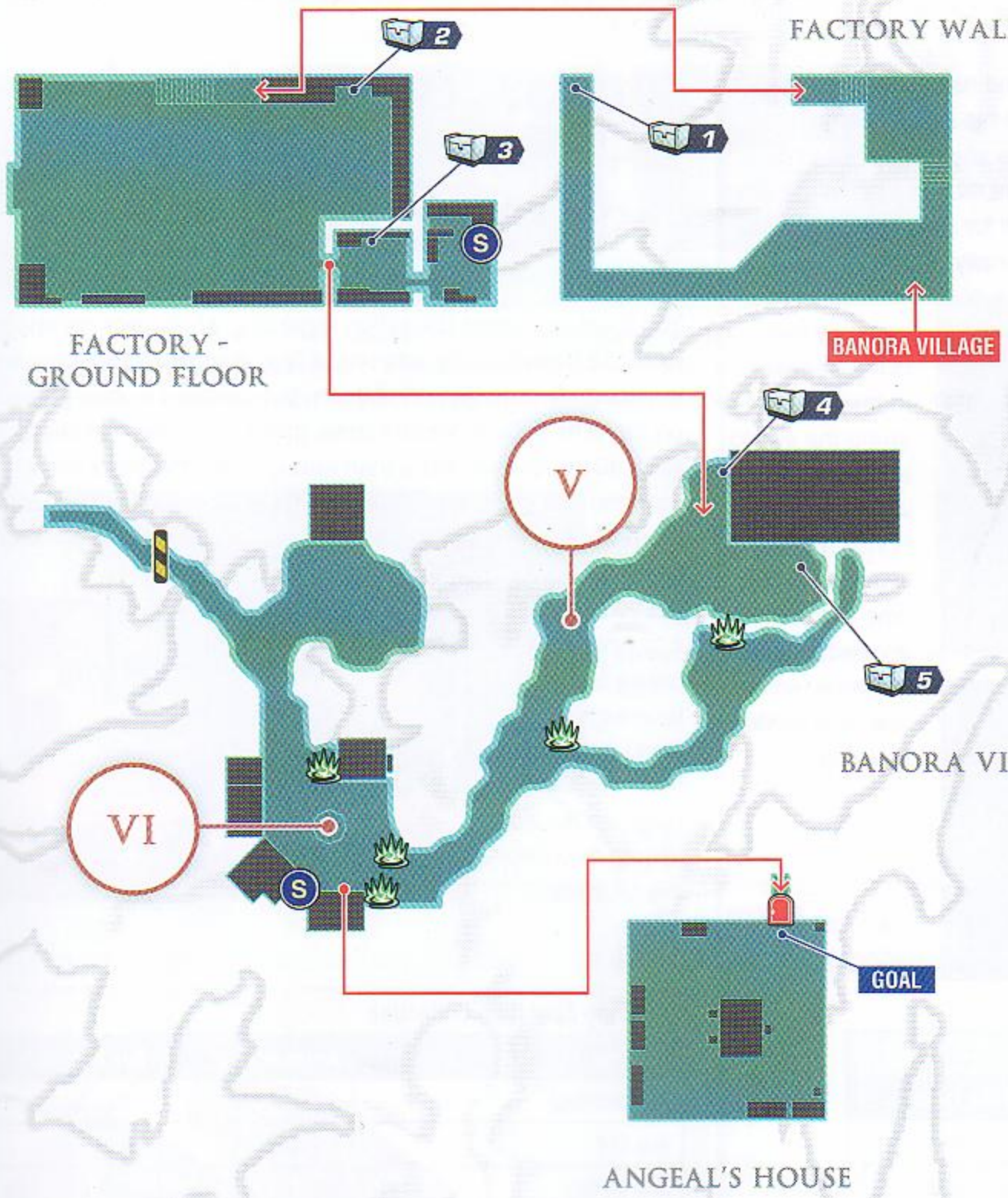
TO THE CLIFFS!

Exit Angeal's house and defeat the G Assassins that smash the gate to the right. Tseng will call shortly after the fight—he wants Zack to meet him on the cliffs overlooking the nearby factory. Battle down the path to the fork in the trail and take the right-hand route. Be sure to inspect each of the glowing spots on the ground and grab the **MP Up** materia from the chest. Reunite with Tseng on the cliff above the factory to discuss the situation before infiltrating the factory through the skylights.



AREA MAPS





Treasure Directory

Chest No.	Item
1	500 gil
2	Elixir
3	Remedy
4	Bronze Armlet
5	X-Potion

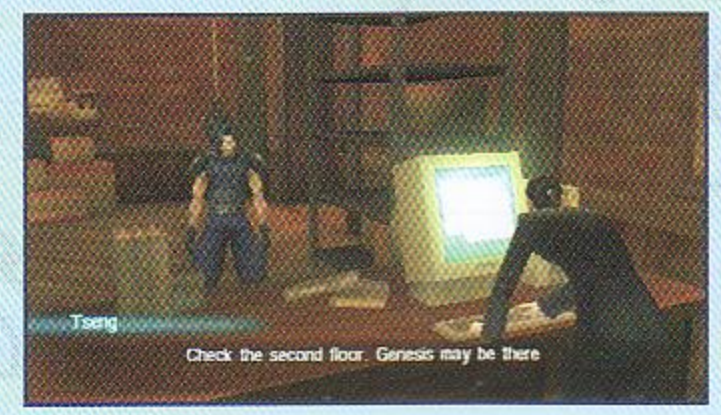
FACTORY

SEARCHING FOR CLUES

Wipe out the wave of G Assassins on the upper walkway of the factory, then grab the **500 gil** from the chest in the corner and head down the stairs **[4]**. Top off Zack's HP and have the Thunder materia on hand for when the Heli Gunner appears in the center of the room. This hovering mechanical craft will appear alongside a bevy of G Assassins. Although the Heli Gunner isn't especially vulnerable to Thunder, the attack spreads from one enemy to another and can whittle down several enemies at once.



Save your progress at the Save Point in the office where Tseng is and approach the door to the second floor. Zack will find what he seeks upstairs. Meet Tseng back downstairs and head outside.

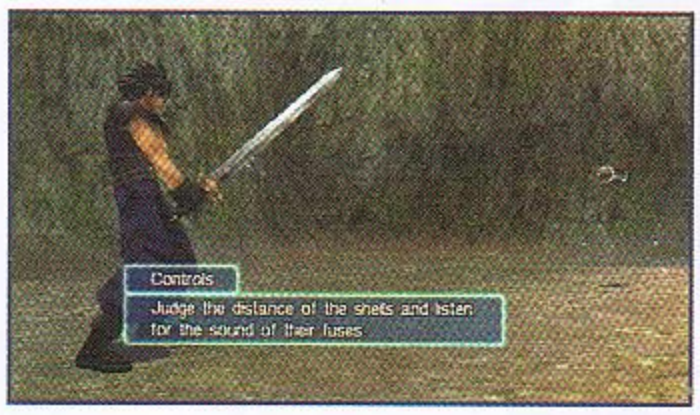


BANORA VILLAGE

Tseng has radioed in an air strike that will neutralize the entire town and factory—the public must be shielded from Shinra misconduct—but he agrees to give Zack time to try to rescue Angeal's mother. Grab the **Bronze Armlet** from the chest outside the factory and start up the path.

BOMB CUTTING MINI-GAME

Genesis has started to bomb the town and has fired 10 cannon shells directly at Zack **[5]**! Zack must use his sword to slice the shells before they hit him. Fortunately, the shells turn red and make a hissing noise at the exact moment that Zack should swing his sword. Listen for the sound and watch for the color change to know when to press the X button. Additionally, watch for the shell to line up directly beneath the tip of Zack's outstretched sword because this is the perfect moment to swing the sword and cut it. Zack will receive a gil bonus and be awarded extra time before the impending air strike based on how successful he is here.





Rewards for Bomb Cutting

Missiles Cut	Reward (gil)	Time Limit
0	0	20 seconds
1	100	22 seconds
2	200	24 seconds
3	300	26 seconds
4	400	28 seconds
5	500	30 seconds
6	600	35 seconds
7	700	40 seconds
8	800	45 seconds
9	900	50 seconds
10	1500	60 seconds

HURRY TO ANGEAL'S HOUSE

Zack will only get his gil bonus earned in the bomb cutting segment if he reaches Angeal's house before the time limit expires. It's quite possible to race directly to Angeal's house in under 20 seconds, so use any extra time earned to revisit the glowing spots you inspected earlier to gather additional items.

Tseng: "All evidence of misconduct must be erased. Company rules."

You must use some discretion regarding which glowing spots to examine based on the amount of time awarded. Sixty seconds is enough time to visit all of them, but consider skipping the one on the cliffs if Zack doesn't strike down all 10 cannon shells. That said, 40 seconds is more than enough time to collect the items from the four other glowing spots. Consult the following table to learn which items are awarded from each glowing spot based on whether or not you make it to Angeal's house before time expires. Don't forget you must make it to Angeal's house in time to collect the gil reward!



Glowing Spot Item Collection

Location	Arrive in Time	Don't Arrive in Time
At Forked Road	Soma	Ether
Atop Cliff	X-Potion	Potion
Near the Well	Ether	Soma
Near House Opposite Angeal's	Phoenix Down	Potion x2
Beside Angeal's House	Elixir	Ether x2

Battle Prep

Zack will receive the items and gil earned near the entrance to Angeal's house. Use the extra time Tseng has requested to access the Save Point nearby and to top off levels and prepare for an impending battle against a summon **[6]**. Equip the **Power Attack** materia obtained from defeating the Guard Spider. Also, equip any accessories that guard against Thunder attacks.



Level 13

Bahamut

Page 249

Bahamut is a massive dragon that primarily relies on its wings to inflict damage through direct contact and by knocking Zack off the ground with a gust of wind. It also has two powerful attacks, the Thunder-based Lightning Bolt and Mega Flare. Depending on Zack's current level and equipment, these attacks may deliver up to 600 HP worth of damage. While it's possible to evade the Lightning Bolt attack by running directly toward or away from Bahamut, Mega Flare is impossible to avoid.







The best way to attack Bahamut is to run around it and attack with the sword while it's on the central rock platform—Zack can't reach Bahamut without the help of a Limit Break when it moves to the distant rock pedestals. Sword slashes don't inflict a lot of damage compared to how much HP Bahamut is packing, but Zack can land three or four quick slashes between each of Bahamut's attacks. Wait for it to get close, then move in for the attack!





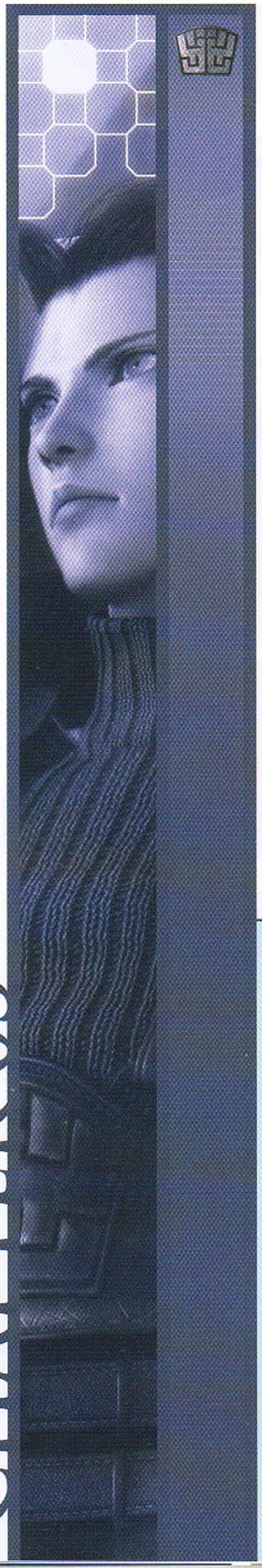
Use the Cure materia and/or Potions to keep Zack's HP up during the battle, especially following a Mega Flare attack. Keep Zack's HP above 800 at all times to be safe and continue the assault. Rush Assault and Air Strike can really go a long way toward defeating Bahamut.

BOSS STATS

HP	MP	WEAK	DROP	STEAL
8740	424	-	Potion, ★Force Bracelet	Potion, ★Hi-Potion



Zack: "He valued his SOLDIER honor more than anyone else!



CHAPTER 03

MONSTER

The air strike succeeded in wiping out what remained of Banora, and the war against Wutai was declared over. Shinra and the media were more than happy to give the credit to Sephiroth, much to Zack's dismay. Of course, even if he did receive the accolades and credit he knew he deserved, it would not have brought back Angeal. The Angeal he saw leaving the house in Banora was certainly not the Angeal he came to admire. Something was certainly different.

Lazard's request is not one to take lightly: He wants Zack and Sephiroth to hunt down and kill Genesis and Angeal. Zack can't believe he's being asked to assassinate his friend and, surprisingly, Sephiroth feels the same.







Chapter Flow



1. Explore the SOLDIER Floor and Sector 8 to gain access to new missions and to prepare Zack for his next assignment.



2. Report to the Director's Office for Zack's next assignment... and for a special surprise.



3. Make sure everyone is safe on the SOLDIER Floor before heading to the Entrance.

Enemies on the Prowl

Red Saucer I — Page 219



Level 5 | HP 570 | Weakness -

Drop	Potion
Steal	-

G Avenger — Page 214



Level 8 | HP 1230 | Weakness -

Drop	Soma, ★Potion
Steal	Potion, ★Ether

Sweeper — Page 224



Level 13 | HP 3400 | Weakness -

Drop	-
Steal	Wrist Band, ★Power Wrist

G Eraser — Page 216



Level 15 | HP 8400 | Weakness -

Drop	Potion, ★MAG Mako Stone
Steal	Ether, ★Hi-Potion

A-Sahagin — Page 231



Level 13 | HP 3710 | Weakness -

Drop	Remedy
Steal	Remedy, ★Blizzard

A-Ahriman — Page 232



Level 12 | HP 1890 | Weakness -

Drop	Ether
Steal	Potion, ★Ether

Pile Machine — Page 224



Level 16 | HP 10230 | Weakness -

Drop	Power Wrist, ★Bronze Bangle
Steal	Wrist Band, ★Power Wrist

Shot Machine — Page 225



Level 14 | HP 8780 | Weakness -

Drop	Chocobo Armlet
Steal	Wrist Band, ★Power Wrist

Cutter Machine — Page 225



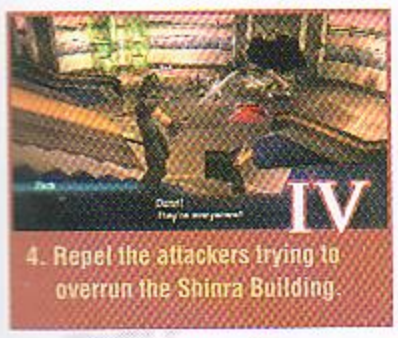
Level 15 | HP 9800 | Weakness -

Drop	Shinra Alpha
Steal	Wrist Band, ★Power Wrist



AREA MAPS





4. Repel the attackers trying to overrun the Shinra Building.



5. Fight across LOVELESS Avenue to Mako Reactor 5 where Zack will rejoin Sephiroth.



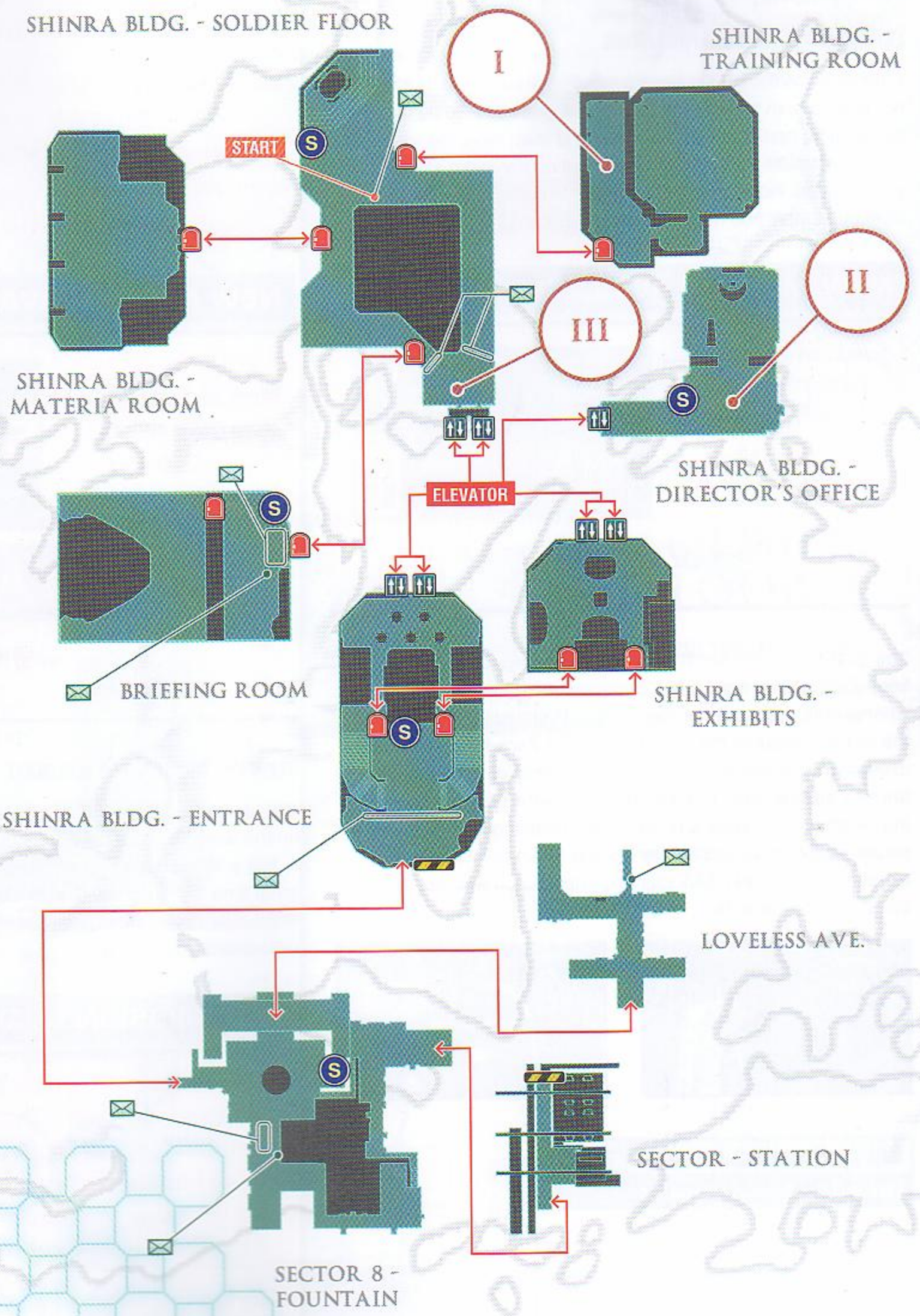
6. Go to the generator on the lower walkway and turn the power back on.



7. Inspect the documents in the Secret Facility with Sephiroth.



8. Chase after Hollander as he tries to flee the Plate Interior.



Angeal: "Then what should an angel fight for, Zack?"

SHINRA BUILDING

SOLDIER FLOOR

EXPERIMENTS AND PREPARATIONS

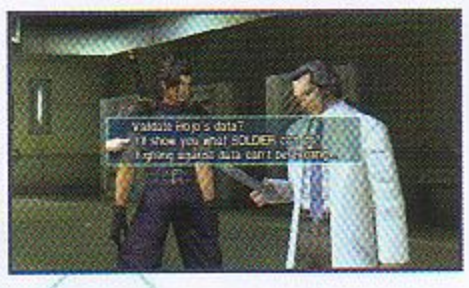
Director Lazard wants to have a meeting in his office, but there's no need to rush off right away. This is a great time to tie up some loose ends, participate in missions, and even have the research guys synthesize some new materia out of any mako stones you've found. Additionally, don't forget to collect the **Star Pendant** from the supply pod near the Briefing Room **[1]**.

NEW MISSION AVAILABLE!

★ Head to a nearby Save Point where Zack can now access Mission 3-1-1, Mission 5-1-2, and Mission 8-1-3. Each of these missions is now accessible and will unlock subsequent missions in its respective category.



The guard standing watch outside the Training Room will try to keep Zack from entering, but Zack can brush him aside and go in whenever he wants. Enter the Training Room and talk with Hojo, the scientist nearest the door. He'll recruit Zack for a series of experiments. Agree to head inside the simulator and complete the four experiments. The first three shouldn't be too tough but the fourth one will pose a bit more of a challenge, so make sure you're equipped for battle before going in. Completing these experiments will help Zack gain experience and also set the stage for future events.





Hojo's Experiments

Experiment	Enemies Encountered
1	Wutai Private x2, Foulander
2	Guard Hound x3
3	Blood Taste x2
4	Experiment No. 88

Mako Recovery Reminder

Did you complete any of the missions in the "Mako Stones" sub-category yet? If you did and you're wondering what to do with the various mako stones you acquired, head to the Materia Room and hand them over to the researchers so they can convert them to materia. The SPR mako stone converts to Esuna materia; the VIT mako stone converts to Poison materia; the MAG mako stone converts to Silence materia; and the HP mako stone converts to the Silence Blade materia. Other mako stones can be converted to even more exotic forms of materia.

NEW MISSION AVAILABLE!

★ Visit the Briefing Room and talk to the SOLDIER 3rd Class Level 1 after his superior is done berating him. He's a new member of SOLDIER and a pretty timid one at that. Zack knows what it's like to need a strong mentor and offers to accompany him. This unlocks Mission 7-1-1. It's possible to complete at least 11% of the missions without having to participate in any rated "Very Difficult" at this time.



STEPPING OUTSIDE FOR A MINUTE

Those who want to do as much as possible before embarking on the assignment should head out into the streets of Sector 8 to talk with the members of the various fan clubs. This is also a great time to collect the **Craftsman Monthly** from the Captain of the Shinra Security Department if you've completed his associated assignments.

NEW MISSION AVAILABLE!

★ Unlock Mission 2-1-1 by talking to the Man on the upper walkway near the fountain in Sector 8. He's very concerned about the monsters in Midgar and Kalm and thinks they're a sign that the legendary "Weapons" are going to rise and attack Shinra. Similarly, you can unlock Mission 2-1-2 by talking with the Shinra Employee pacing back and forth on LOVELESS Avenue. Zack should tell her that he is familiar with the man seen riding the Black Chocobo.







SOLDIER DIRECTOR'S OFFICE

CONGRATULATIONS ZACK!



Return to the Shinra Building when you're ready to proceed with the next assignment and ride the elevator to Lazard's office **[2]**. Director Lazard will start the meeting by offering Zack his much-desired promotion to SOLDIER 1st Class and will then explain his next assignment.

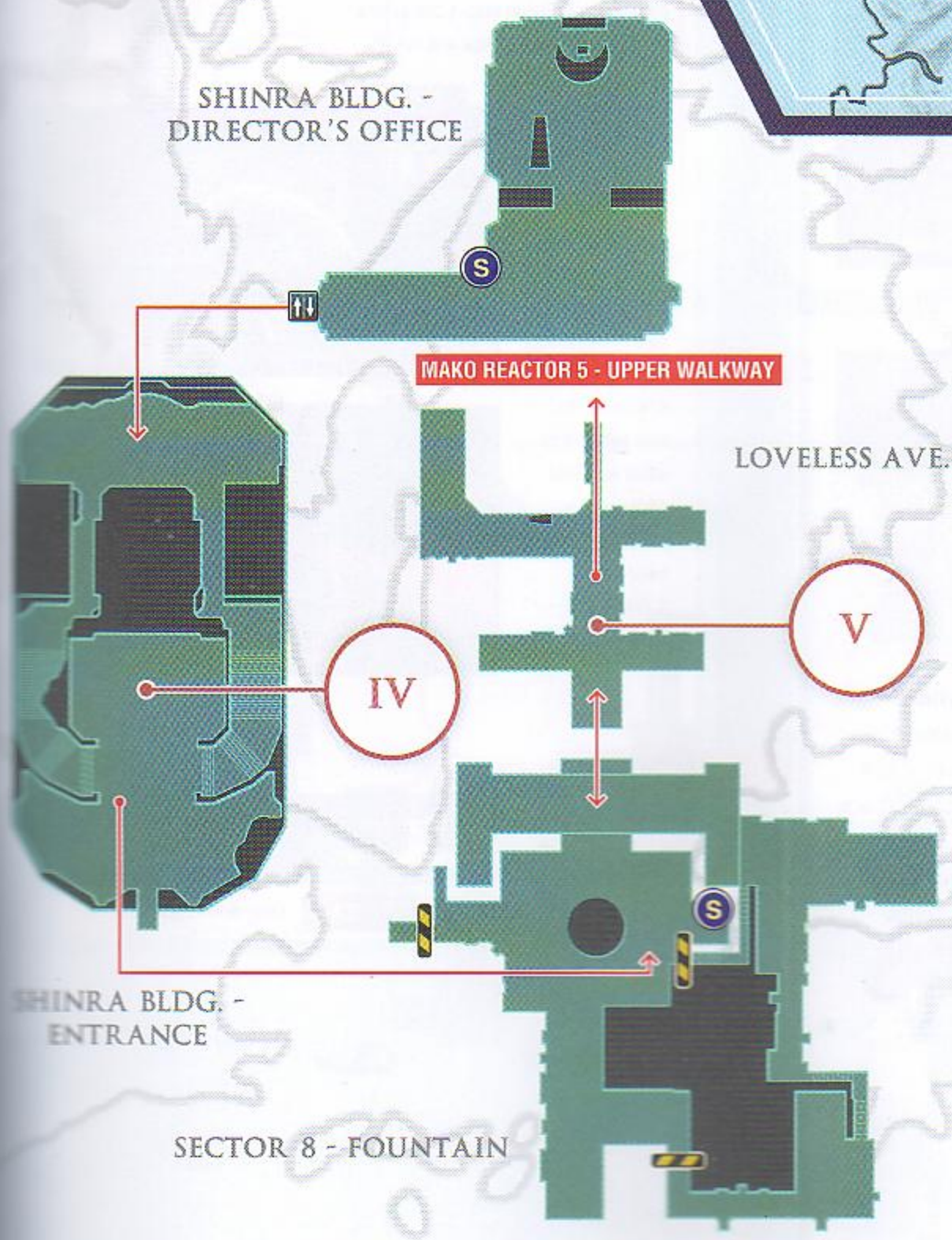
Zack can't do anything without first changing into his new uniform. He'll automatically return to the Briefing Room area where the supply pods are located and get changed. Reaching 1st Class carries the benefit of being able to equip six materia simultaneously. It also grants Zack use of the Materia Fusion function as well as the ability to convert materia into SP.

Master Materia Fuser

Those wanting to learn all about the intricacies of the Materia Fusion system should flip to the "Materia & Abilities" chapter and, especially, to the tables of data on the fold-out poster in this guide. That said, half the fun of using the Materia Fusion system lies in experimenting. Start by fusing duplicate materia. Experiment with duplicates and then branch out from there. You'll eventually be able to incorporate items in your fusions, but until then you can only use two materia.

Ride the elevator back to Lazard's office to learn more about Zack's assignment with Sephiroth. Their meeting is once again cut short due to the sounds and flashing lights of the Shinra Building alarm. There has been a security breach! Head to the Entrance to check it out at once.

AREA MAPS



SOLDIER FLOOR

RESCUE THE EMPLOYEES

The elevator gets stuck on the 49th floor and Zack is given the choice to get off or wait for the elevator to restart. Take this opportunity to get off and come to the aid of the employees stuck on the SOLDIER Floor **[3]**.

There are three opportunities to rescue the people being attacked by the Shinra Building's arsenal of Red Saucer I units, otherwise known as "intruder neutralization mechs." They've obviously short-circuited and lost their capacity to tell intruder from employee. First, destroy the Red Saucer I units outside the elevator to protect the researcher. Take the reward and head down the hall to the Training Room. Defeat the six foes attacking the man and woman, then agree to not tell anyone about them

being in there. This will net Zack a cool 5000 gil! Continue the lap around the SOLDIER Floor to find a SOLDIER 3rd Class lying on the floor in the corner. Come to his aid in exchange for an Ether and then continue down to the Entrance.





ENTRANCE

SHINRA BUILDING IS UNDER ASSAULT!

The Shinra Building is under attack not only from its own mechanical security devices but also from G Avengers, members of Genesis's army. Rush into battle and go after the Sweepers first **[4]**. Move behind them and attack them from the rear with repeat slashes. Depending on Zack's level and ATK rating, it may only take two or three swings to dispose of them.

The first fight takes place outside the elevators, but it's not the only fight. Zack will race down the stairs to stop the influx of enemies near the hole in the outer wall. Here Zack must fend off many more enemies. The enemies will come in waves of varying configurations. The early waves aren't very menacing, but the final wave of multiple Sweepers is a daunting challenge. Consider using Thunder or Assault Twister materia to weaken them before moving in for the behind-the-back attack.



SECTOR 8

FOUNTAIN

HELPING THE TURKS

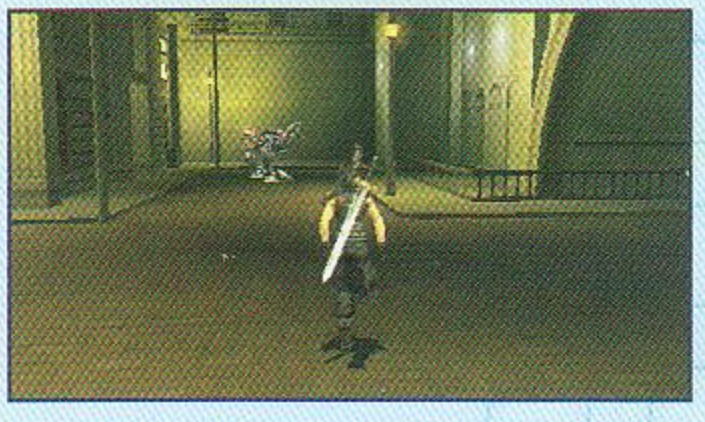
Zack will follow Sephiroth into the streets of Sector 8 where Sephiroth suggests they split up. This isn't to say he's alone, though! The Turks are nearby and they're not about to let Zack intrude on their turf. Fortunately, Tseng is nearby and gives Zack some breathing room. Zack is introduced to a beautiful female Turk named Cissnei but she runs off shortly after introducing herself.



LOVELESS AVENUE

ALLEYWAY SAMARITAN

There are Sweepers in both of the alleys near the entrance to LOVELESS Avenue. Enter the left-hand alley and save the Man from the Sweeper to earn the **Earrings**. The woman and child in the alley to the right are also under attack from a Sweeper—save them to earn an **Amulet**.



Level 15

G Eraser

Page 216



The G Eraser is a far more sophisticated combatant than the G Avengers. The G Eraser's Scorcher attack is a series of attacks against which it's impossible to defend and is capable of inflicting more than 500 HP of damage.

Battling the G Eraser tests a character's ability to effectively dodge and outrun attacks. Although the G Eraser does have a lot of HP, he is highly susceptible to Critical Attacks and, depending on a character's accessories and ATK rating, it's very possible to inflict well over 1000 damage per attack. Duck behind the G Eraser and slash away.





BOSS STATS

HP	MP	WEAK
8400	170	-

DROP	STEAL
Potion, ★MAG Mako Stone	Ether, ★Hi-Potion



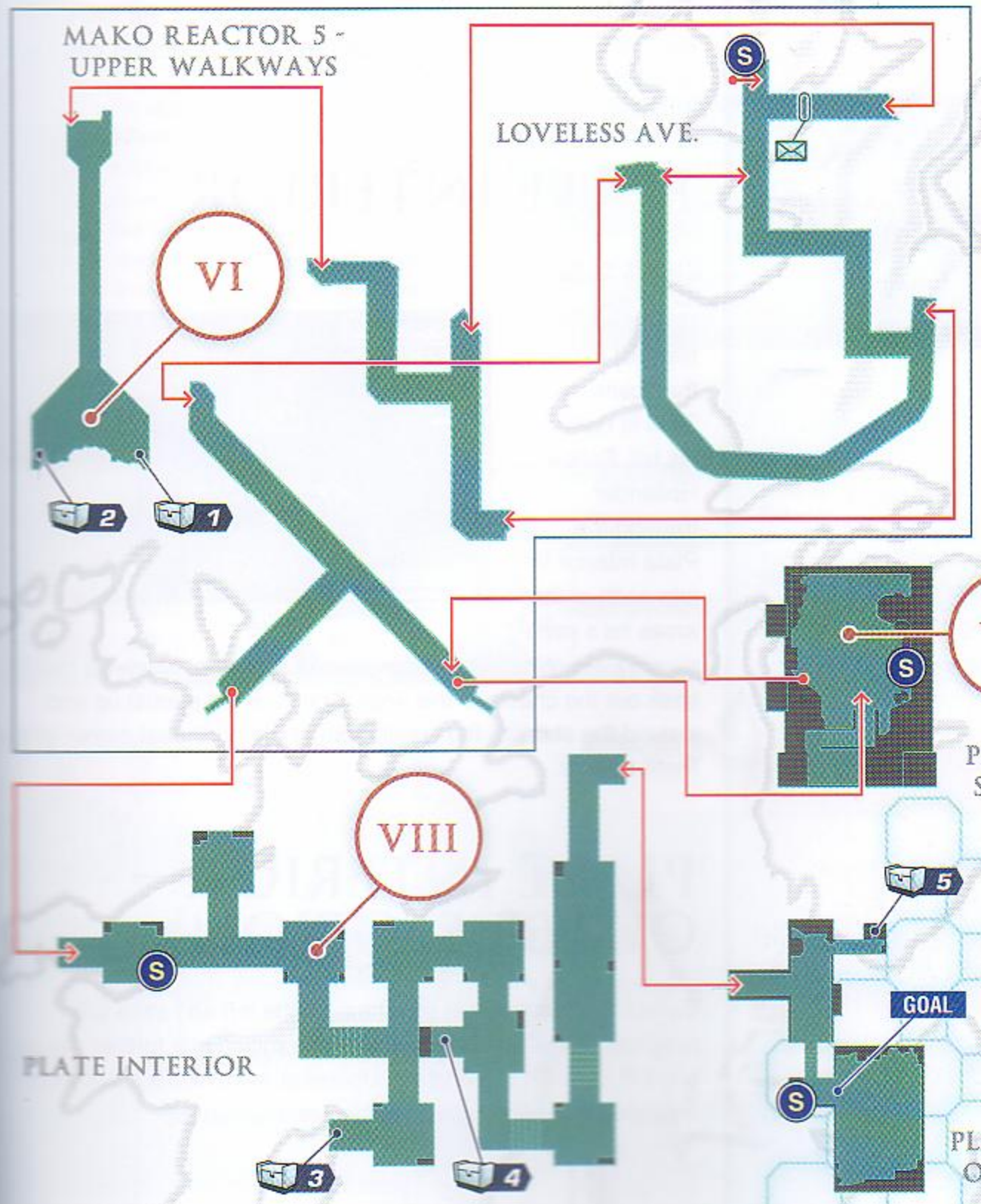
New Shop Obtained!

Cissnei thanks Zack for his assistance with the G Eraser by giving him the **Research Dept. QMC**, which provides him with the address for a Turk-run shop.

Cissnei: "Wings symbolize freedom for those who have none."

AREA MAPS





Treasure Directory

Chest No.	Item
1	Hi-Potion
2	Shinra Alpha
3	Hi-Potion x2
4	MAG Up
5	Circlet

MAKO REACTOR #5

UPPER WALKWAY

LADDERS AND BRIDGES

NEW MISSION AVAILABLE!



★ With Zack's back to the Save Point, turn left toward the ladder and take a few steps. This will trigger mail from someone known only as the "Treasure Princess." This mail unlocks Mission 8-4-1 within the "From a Hot Treasure Hunter" sub-category of missions. Many of the missions in this series contain chests with items that will add characters to your DMW. We recommend doing at least three or four of these missions right away because the expanded DMW will help to take advantage of Zack's heightened emotions.

Kunsel: "Heroes are chosen by the media; that's just how it is."

Descend the ladder near the Save Point, continue to the far end of the walkway, and turn the wheel to lower the second ladder down to the floor. Climb up the ladder, talk to Sephiroth, and follow the walkway in a counterclockwise direction to the next hand-wheel. Turn the wheel to lower the bridge leading back to the starting point.

Fire Away

Zack will be attacked by two types of enemies in this area: the A-Sahagin and the A-Ahriman. The A-Ahriman is a flying creature that stays beyond the walkway railing, thus making it impossible to hit it with a sword. To damage it, equip a Fire or Thunder materia.

Run back across the bridge to the ladder you descended previously and climb down once again. This time take the path to the right and descend another ladder to the section of walkway with two chests. Turn on the generator in the middle and return to the uppermost walkway **[6]**. Now descend the ladder near the hand-wheel that lowered the bridge and proceed straight ahead to the door with the green light above it.



PLATE INTERIOR—SECRET FACILITY

TRYING TO UNDERSTAND

Sephiroth will try to help Zack understand the origins of "Project G," but Zack must search the area for clues on his own. Locate the three notepads around the small laboratory: One is on the cot near Sephiroth, another is on the control unit to the left of the Save Point, and the third is by the floodlight near the stairs. Read each of these to better understand Hollander's project and the Ancients **[7]**.

PLATE INTERIOR

GIVING CHASE



Hollander does his best to flee the scene, but Zack is right on his tail. Follow Hollander through the Plate Interior into each of the areas he's seen running into. When Hollander pauses to hide or catch his breath, seek out the chests in this area. Continue the pursuit up and around the stairs to the small room at the northeast corner of the Plate Interior.

PLATE INTERIOR—OUTER SECTION

Collect the **Circlet** from the chest on the left and save your progress at the Save Point before advancing any further. Equip any HP Up, ATK Up, and VIT Up materia that are currently unequipped and proceed into battle with caution **[8]**.



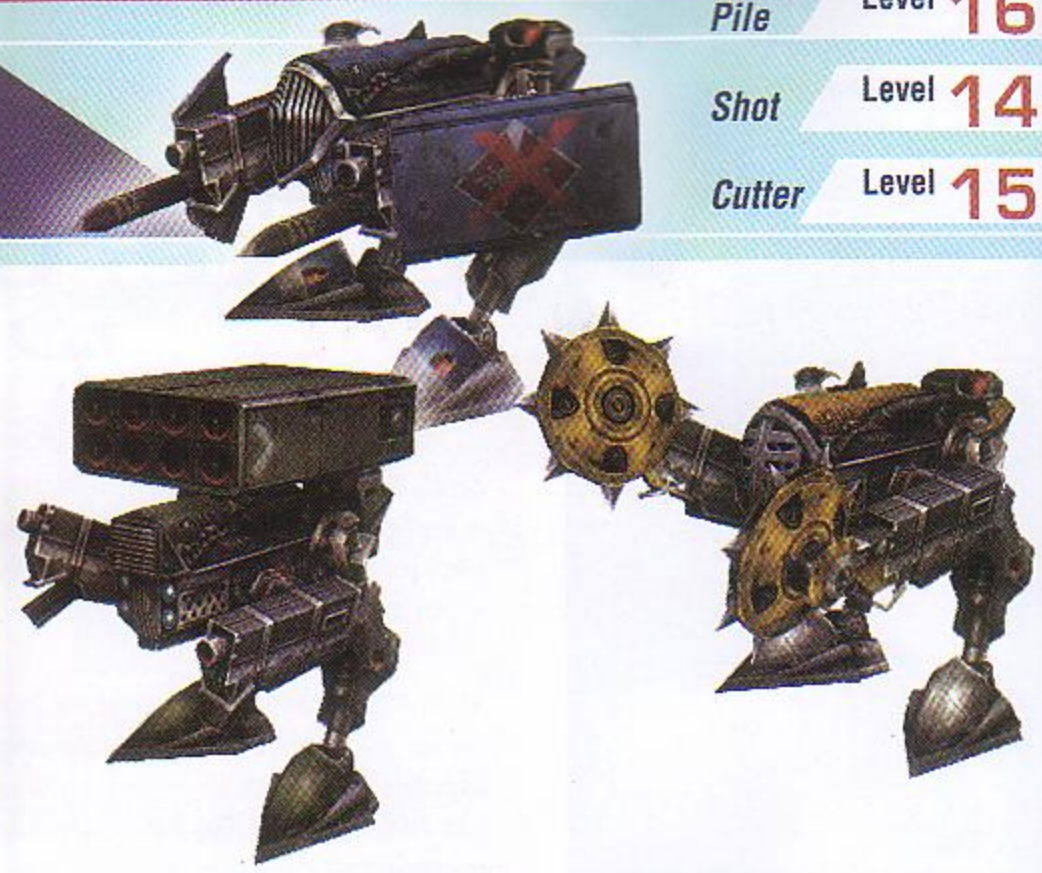
Pile Machine, Shot Machine, and Cutter Machine

Pile	Level 16
Shot	Level 14
Cutter	Level 15

Page 224, 225

The three mechanized defenders standing between Zack and Hollander don't pose much threat alone, but together they are a sizable challenge to the newly promoted SOLDIER 1st Class. Between them they possess a dizzying array of ways to cut, blast, and pulverize Zack into submission. They also utilize special attacks such as Poison Gas.





This battle requires adept evasive maneuvering and strong behind-the-back attacks to quickly reduce their numbers from three to two and from two to one. Focus on a single enemy at a time to minimize the number of possible attacks Zack must dodge. Remember, an enemy with just 1 HP can still attack as strongly as if it has 5000 HP—finish them off!



The biggest deciding factor in this fight's relative difficulty is whether or not Zack can maintain his heightened emotions throughout this section—having Cissnei's image added to the DMW should certainly help because her Lucky Stars Limit Break boosts Zack's emotions considerably. The greater his emotions are heightened, the more likely he is to enter Modulating Phase and achieve powerful Limit Breaks or Critical status.

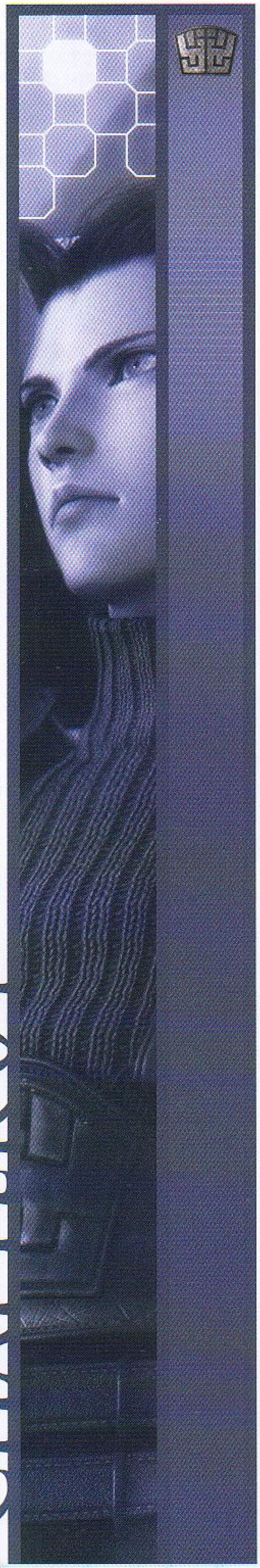




BOSS STATS

	HP	MP	WEAK	DROP	STEAL
Pile	10230	0	-	Power Wrist, ★Bronze Bangle	Wrist Band, ★Power Wrist
Shot	8780	0	-	Chocobo Armlet	Wrist Band, ★Power Wrist
Cutter	9800	0	-	Shinra Alpha	Wrist Band, ★Power Wrist

Sephiroth: "They believe your emotions will hamper your judgment."



CHAPTER 04

AN ANGEL'S DREAM

Zack's fall from the plate sent him crashing through the roof of a crumbling church in the Sector 5 Slums. Lucky for him, a beautiful girl by the name of Aerith routinely visits the church to tend to the flowers she grows there. She has no idea who Zack is, nor does she know he's in SOLDIER, but there is an immediate attraction.

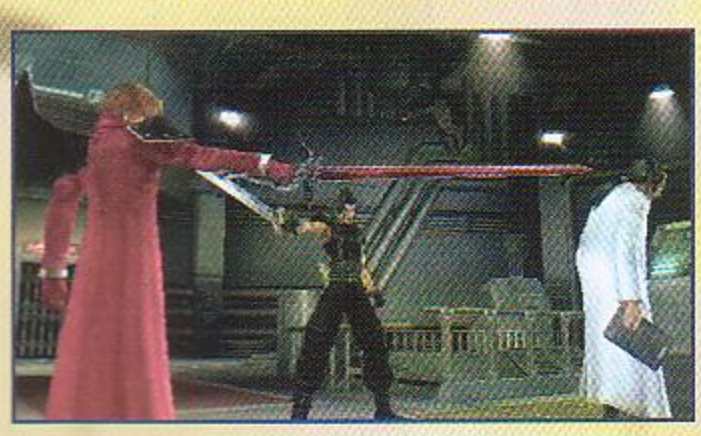
Aerith offers to show Zack around the Sector 5 Slums and leads the way to the market. Although their first encounter doesn't go perfectly, there are a number of opportunities for Zack to impress Aerith and make her more comfortable around him. Of course, duty does inevitably call and Zack must return to the Shinra Building to help defend it from attack.











Aerith: "I feel so safe with you, Zack."



Chapter Flow



1. Follow Aerith to the Market where Zack's wallet will be stolen.



2. Talk with each shop clerk and the pedestrians about the thief.



3. Visit each shop and pedestrian with Aerith after reclaiming the wallet to complete the mini-games.



4. Go with Aerith to the park before returning to the Shinra Building.



5. Defeat enemies encountered on the highway.



6. Investigate each device in the Fusion Chamber before talking with Hojo.

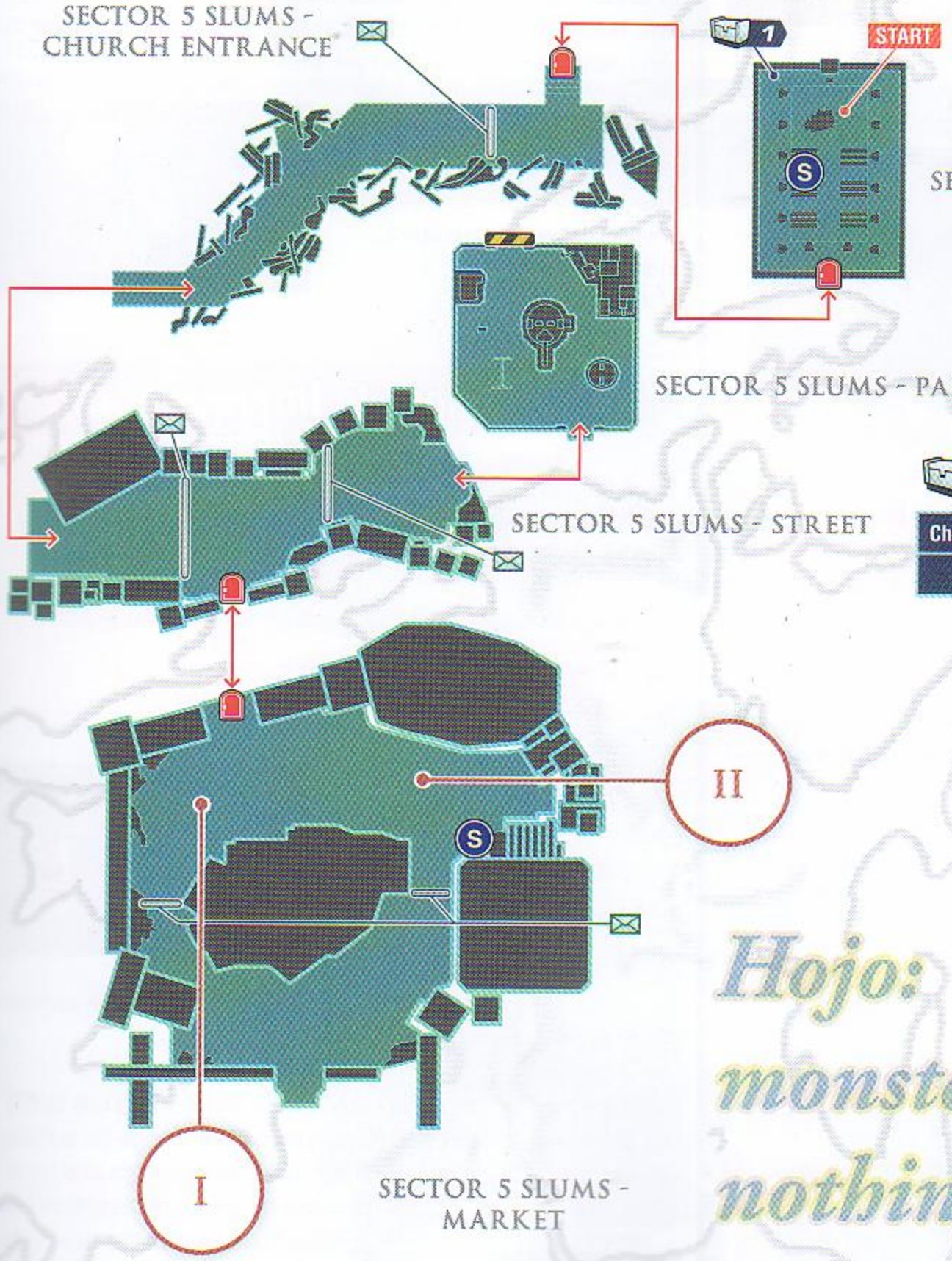


7. Protect Hojo from the summon called upon to kill him.



AREA MAPS





Treasure Directory

Chest No.	Item
1	Ether x2

Hojo: "Degrading monsters are nothing to fear."

Enemies on the Prowl

Hedgehog Pie — Page 233



Level 10 | HP 1512 | Weakness -

Drop	Potion, ★Fire
Steal	Potion, ★Force Bracelet

Worm — Page 234



Level 12 | HP 3300 | Weakness ICE

Drop	Potion, ★Amulet
Steal	Potion, ★Ether

G Assailant — Page 214



Level 12 | HP 2040 | Weakness -

Drop	Soma, ★Potion
Steal	MAG Mako Stone, ★Ether

Moth Slasher — Page 221



Level 18 | HP 3500 | Weakness -

Drop	Potion, ★Hi-Potion
Steal	ATK Mako Stone, ★VIT Mako Stone

G Warrior — Page 217



Level 15 | HP 8290 | Weakness -

Drop	Wrist Band, ★Power Wrist
Steal	Venom Shock, ★Mute Shock

Bee Saucer I — Page 220



Level 8 | HP 1020 | Weakness -

Drop	Potion
Steal	-

Experiment No. 97 — Page 228



Level 13 | HP 2203 | Weakness -

Drop	Potion
Steal	Jail Cell Key

Bahamut Fury — Page 249



Level 20 | HP 18000 | Weakness -

Drop	Potion, ★Hi-Potion
Steal	Hi-Potion

SECTOR 5 SLUMS

CHURCH

NEW MISSION AVAILABLE!



★ Use the Save Point in the middle of the church to access the following missions that are now unlocked: Mission 3-1-3, Mission 5-1-3, and Mission 7-2-1. Complete them to unlock other missions in their respective sub-categories. It's quite possible to complete roughly 65 of the 300 available missions at this point in the game without having to do a single mission rated "Very Hard." Doing this will help you acquire many of the higher-level accessories and materia, and also add character images to the DMW. Keep in mind, though, that completing too many missions too soon will make the main story component of the game much easier than it would otherwise be.

Angeal: "But Zack, no matter what happens, I have to protect my honor."

Forgot Something?



Any motion toward the rear of the church after visiting the Save Point will trigger an event between Zack and Aerith. Once Zack is back under your control, turn around and head back inside the church to collect the **Ether x2** *from the chest in the corner of the room.*

Exit the church and walk down the road toward the market. Defeat the Hedgehog Pies that attack and continue walking. Zack will receive several mails while walking the street and also have a chance to visit the park, although doing so isn't necessary.

MARKET

TO RECOVER A STOLEN WALLET

Zack's wallet is stolen by a little boy the moment he arrives in the marketplace **[1]**. Aerith knows who the little boy is and goes off to look for him, leaving Zack to try to track him down on his own. Talking to any of the clerks or pedestrians in the market won't result in much help just yet. Instead, head through the southern exit that leads to the Shinra Building—this is the exit beneath the massive blue light. Zack will encounter a man there who will provide some tips for finding the thief.



A Chance to Impress Aerith

All eyes are on Zack as he searches for the thief and how he interacts with the people in the Slums will significantly impact Aerith's feelings toward him later on. It's important to show patience and be polite with each person so that Aerith will think highly of Zack later. Consider this a warning!



Start the search for assistance by talking with the girl in the southeast corner of the market. She offers to look for the thief and asks that Zack wait for her to return. Each time Zack agrees to "Wait a little longer" will result in a +1 change in Aerith's feelings. Select this answer 10 times for maximum benefit.

Now head to the northwest corner of the market and talk to the boy there. He offers to give Zack advice in exchange for a Potion. Give him a Potion for a +2 change in Aerith's feelings and for a 10 gil savings in the Number Guessing mini-game available later on. You can give the boy up to five Potions for a maximum +10 change in Aerith's feelings and a 50 gil reduction in the cost of the boy's guessing game.



Now it's time to see if the adults in the market can be of more help. Talk with the clerks working at the materia shop, item shop, and accessory shop to see if they have seen the little boy. They each offer to help Zack only to assist the boy's escape. This may seem like a waste of time, but it garners sympathy from Aerith (and affects the number of free items Zack will receive later). Aerith's feelings toward Zack will undergo a +10 change each time he looks for help at a different shop. Visit all three shops for a maximum +30 change **[2]**.





Finally, it's time to ask Aerith for help finding the thief. She'll stand near the gate leading back out to the street while Zack makes another lap around the market. Run in a counterclockwise direction to flush the boy toward Aerith. Once caught, the boy reveals that his wallet was stolen by a monster and he needed Zack's money to buy medicine. Agreeing to buy the medicine for the boy will result in a +10 change in Aerith's feelings, whereas offering to get the wallet back from the monster will only result in a +5 change. Regardless of the answer, Zack must fight the monsters, so exit the market and fight the three Worms on the street leading to the park to get it back.





AREA MAPS



MATERIA COLLECTION MINI-GAME

When Zack gets his wallet back, he's free to wander around the market with Aerith [3]. His first stop should be at the materia shop. The clerk asks Zack to sprint around the market collecting materia that have fallen from the delivery person. There are 20 of them and all he has to do to collect them is to run toward the green materia and press the X button to pick them up.

Materia Collection Rewards

Finish Time	Gil Reward	Change in Aerith's Feelings
<0:23	100	+5
0:23~0:28	80	+1
0:28~0:33	60	+1
0:33~0:40	40	0
0:40~1:00	30	0
1:00~1:45	20	0
>1:45	0	0



NUMBER-GUESSING GAME PARLOR

Talk to the little boy in the corner near the gate (the one Zack gave Potions to earlier) to participate in his number-guessing game. The game costs 100 gil to play (minus 10 gil for every Potion Zack gave him earlier) and requires that you guess a number between 1 and 6. If that number matches the number of children who run past, the boy will hand over the prize he announces at the beginning of the game.

Prize Selection

Prize	Grade	Odds
HP Up	Best	4%
ATK Up	Best	4%
X-Potion	Best	4%
Bronze Armlet	Best	4%
Bulletproof Vest	Best	4%
Fire	Good	8%
Blizzard	Good	8%
Thunder	Good	8%
Hi-Potion	Good	8%
Bronze Bangle	Good	8%
Soma	Normal	20%
Potion	Normal	20%

You don't need to pick a number out of thin air. Instead, ask Aerith to make a guess. Aerith will offer several numbers (one of which will be correct) as a guess, and the quantity of numbers she selects is dependent on her feelings. This is where Zack's earlier actions and the impact on her feelings come into play.

Aerith's Number Guesses	
Change in Feelings	Qty of Numbers Picked
>51	2
41~50	3
<40	4

You can also pay the boy for a hint. The boy will reveal three possible correct answers for the cost of the game. So, if you gave him five Potions earlier and you get to play the game for 50 gil, it will only cost another 50 gil to have the boy narrow the possible correct answers down to two numbers. The best plan of attack for this (especially if Aerith's feelings were boosted above 51) is to ask Aerith to take a guess, then pay the boy for a hint and select the number they both mention. For example, if Aerith's guesses are 1 and 6 and the boy mentions the numbers 1, 3, and 4, then you should pick number 1 since both of them mentioned it.





BLENDING THE PERFUME

You must have at least 1,000 gil to to play the following mini-game. Visit the item shop (the one with the neon "Shopping Paradise" sign) to take a stab at blending the perfect perfume for Aerith. The base perfume costs 300 gil, but you can add a special rose oil for the cost of 10 gil per drop.



Genesis: "The arrow has left the bow of the goddess."

At the start of the perfume-blending game, the clerk indicates how much oil is needed for the perfect blend by saying, "The amount of oil needed is XX drops." Pay close attention to the number of drops specified, then count along with the text-based clues and press the X button to stop adding oil. The oil will come out erratically and the clues that appear equal a number of drops based on the following information:

Counting the Drops	
Text-Based Clue	Drops of Oil
Drip	1
DripDrip	2
Splash!	10

Count along with the drips and splashes that appear on the screen until the number of drops specified by the clerk has been added and press the X button. The quality of the perfume and Aerith's reaction will be based on how well Zack followed the clerk's suggestion.





Perfume Blending Accuracy	
Drips Under/Over Target	Change in Aerith's Feelings
Perfect Blend	+5
1~2 Drops	+3
3~4 Drops	+1
>5 Drops	-1

THE RIBBON

Bring Aerith to the accessory shop in the corner of the market and talk to the clerk. The clerk will apologize for his reaction to Zack earlier and will give him several free items. The number of items he gives Zack depends on how many shops Zack visited when trying to track down the thief.



Shop Owner's Apology	
Shops Visited	Free Items
1	Soma
2	Soma, Hi-Potion
3	Soma, Hi-Potion, Remedy



Allow Aerith to browse the shop for a little while, then watch as Zack buys her a ribbon as a gift for the one-day anniversary of their friendship. Depending on how well Zack has done in the other events and how high Aerith's feelings are toward him, she'll respond warmly to the gesture and ask to go to the park with him.



TO THE PARK

Go to the park to continue the date with Aerith **[4]**. Lazard then calls and instructs Zack to return to the Shinra Building at once. Say goodbye to Aerith and return through the market to the southern exit leading to the Sector 0 Highway. The thieving boy will run up to Zack just as he's getting ready to leave and give him the **Steal** materia. Equip this at once and exit the market.



NEW MISSION AVAILABLE!

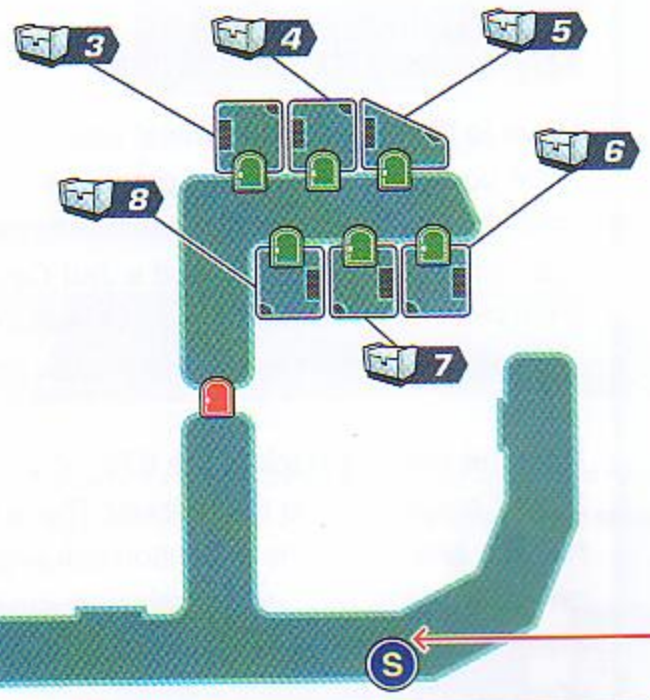


- There are two little girls in the Sector 5 Slums area who will speak of monsters in Midgar and their concerns for people they know. Talk to the little girl in the corner of the market to learn about the traveler. This will unlock Mission 2-1-3. Talk with the little girl waiting for her uncle near the park entrance to unlock Mission 2-1-4.

AREA MAPS



SHINRA BLDG. - 67TH FLOOR



SECTOR 0 - HIGHWAY





SHINRA BLDG. - SAMPLE STORAGE

SHINRA BLDG. - FUSION CHAMBER

Treasure Directory

Chest No.	Item
1	Remedy
2	X-Potion
3	Silence, ATK Up, Ether
4	2000 gil, 500 gil, Cure
5	Potion, Blizzard, HP Up
6	3000 gil, Soma, Thunder
7	Potion, Fire, Hi-Potion
8	2 gil, Remedy, Hi-Potion

SECTOR 0

HIGHWAY

ROAD RAGE

Proceed down the roadway past the Save Point until a wave of G Assailants attack. You must fight multiple waves of enemies before Zack can progress beyond this point **[5]**. Try using the new Steal materia to pilfer mako stones from the monsters. Zack will face four waves consisting of the following enemies: Set #1, G Assailant x3; Set #2, Moth Slasher x2; Set #3, G Assailant x6; Set #4, G Warrior.



Gravity Drop

The Graviga materia is particularly effective against the six G Assailants. Run around to lure them into a group, then hit them with Graviga to cut their HP in half!

Hojo: "SOLDIER's duty is not to think—it is to protect men who think for them, like me."



The G Warrior is by far the toughest of the enemies in this area, but even it is no match for Zack. Hit it with the Steal materia to swipe some goodies from it, then unload on it with Graviga and a number of Critical attacks from behind. Eventually, Angeal will arrive on the scene and offer to give Zack a lift to the Shinra Building.

SHINRA BUILDING

FUSION CHAMBER

Angeal drops Zack off on the 67th floor. Ignore the cell block to the north for now and continue down the hall to the Sample Storage Chamber. Once there, ride the elevator to the Fusion Chamber where Professor Hojo is located. Talk with Hojo to alert him to the attack on the building, but don't talk to him a second time until after you examine the four devices around the room **[6]**.

DANGER! DO NOT TOUCH

Approach the computer terminal nearest the elevator and press the X button to investigate it. The screen will warn against touching it again, but that's precisely what you should do. Press the X button again to be whisked away to a desert canyon where three Worms are ready to attack. Zack's materia will be replaced with experimental materia for the battle. Defeat the Worms to end the experiment and get your normal materia back.





SAMPLE MONSTER ERADICATION

Move to the computer terminal near the path that leads to the large pod in the center and press the X button to examine it. This will release some test sample monsters onto the lower floor. Each creature has swallowed a **Jail Cell Key** and Zack has three minutes to chase them down, retrieve the keys, and collect the surplus items from the detention cells on the 67th floor.

Ride the elevator back to the 67th floor and chase the Experiment No. 97 creatures into the hallway. There are four in the curved hallway and two in the detention cell area. Use the Steal materia on each one to recover the missing Jail Cell Keys, then use these keys to open the six detention cells. Each cell has three chests containing riches ranging from 2 gil to 3000 gil and items ranging from a Potion to an ATK Up materia. Gather the items and return to the Fusion Chamber.

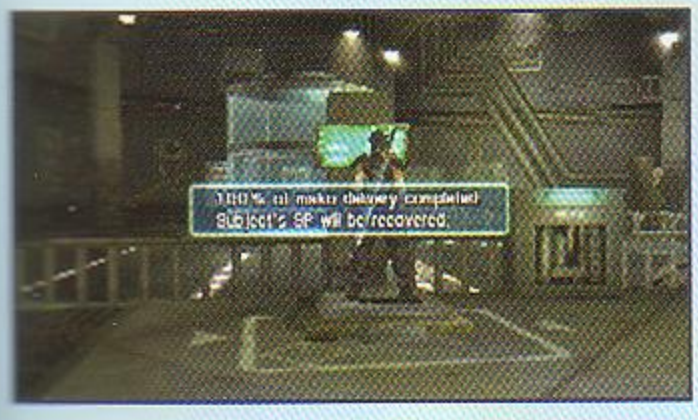






MAKO HEALING DEVICE

Use the terminal to the left of Hojo to earn up to 100 SP. The unit is currently only a prototype and its auto-termination feature is malfunctioning. The unit will count down from 5 seconds to 0, but it will stop counting at 3. You must estimate the proper end and manually terminate the program by pressing the X button as precisely as possible. Pressing the X button too quickly results in a gain of 0 or 60 depending on how premature the button is pressed. Pressing the X button at the right time earns you 100 SP. Pressing it marginally too late results in 60 SP, but this number drops to a 50 SP penalty with increasing tardiness.



Try counting aloud with the 5, 4, and 3, then continue counting at that pace and press the X button when you would reach zero.

STRENGTHENING POD

Advance along the walkway to the large central pod in the center of the room and press the X button. Hojo traps Zack inside and asks him three questions. Answering the questions earns SP and, technically, there are no wrong answers. That said, you can earn a great deal more SP by answering ways that conform with Hojo's beliefs about SOLDIER. You can earn between 500 and 1000 SP based on how you answer the following questions.



★ ***Question: Which Do You Admire More?***

Answer: *A SOLDIER operative like Sephiroth. (300 SP)*

Answer: *A SOLDIER operative like Angeal. (100 SP)*

★ ***Question: What Do You Think Shinra Needs Most Right Now?***

Answer: *Many powerful SOLDIER operatives. (200 SP)*

Answer: *State-of-the-art science and technology. (400 SP)*

★ ***Question: Which Do You Believe to Be More Befitting a SOLDIER Member?***

Answer: *A person who gives all to Shinra. (200 SP)*

Answer: *A person unafraid to challenge Shinra. (300 SP)*

Talk to Hojo Again

After playing with each of the devices in the Fusion Chamber, head to the Save Point to save your game. Prepare for battle by swapping out the Graviga materia in favor of Regen, then talk to Hojo a second time to trigger the next sequence of events [7].

Level 20

Bahamut Fury

Page 249

Zack stands atop the roof of the Shinra Building staring at the monstrous Bahamut Fury floating in the air off the side of the tower. Its presence is far more imposing than that of the lesser Bahamut from earlier in the game, but Zack is much stronger now, too. Cast the Regen materia in anticipation of some major damage, then rush to the edge of the roof and start slashing away with the sword.







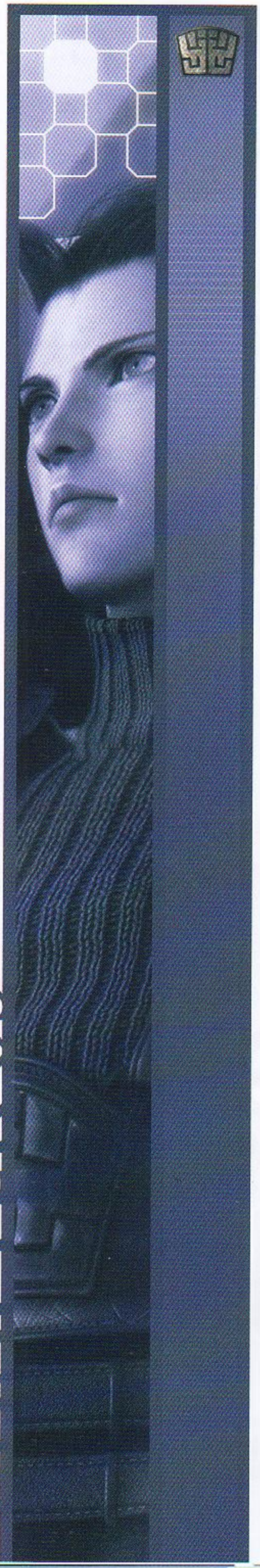
Bahamut Fury has several special attacks at its disposal, but don't overlook its physical attack. This is especially true when Zack is standing next to it and attacking with the sword. Watch for Bahamut Fury to rear back in preparation to take a massive swipe at Zack. Quickly press and hold the Triangle button to Guard against this attack or try to dodge it. Sprint back toward the beast and resume the fight with the sword and/or any elemental attacks. With any luck, Zack's heightened emotions will trigger at least one or two Limit Break attacks during the fight. These should go a long way toward finishing off the beast.





BOSS STATS

HP	MP	WEAK	DROP	STEAL
18000	312	-	Potion, ★Hi-Potion	Hi-Potion



CHAPTER 05

WHERE ARE YOU?

Back at the Shinra Building, Zack has been anxiously trying to reach Sephiroth to no avail. Finally, a SOLDIER 2nd Class named Luxiere lets him know that Sephiroth has barricaded himself in the Data Room and is poring over the archived reports from past studies.

There's no need for Zack to wait for his next assignment in the Shinra Building. He eventually makes his way to the Sector 5 Slums in hopes of visiting Aerith. She's not at the church, but a familiar face is: Tseng has arrived by helicopter to get Zack and accompany him to the town of Modeoheim where his combat skills are needed.









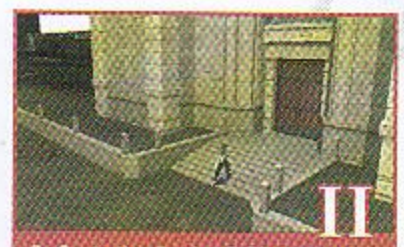


Researcher: "The time has come to atone for our sins. Nothing less, nothing more."

Chapter Flow



1. Complete missions and available side-quests to continue collecting parts for Aerith's flower wagons.



2. Go to the Sector 5 Slums and go to the church to see if Aerith is there.



3. Head across the snowy cliffs of Modeo Ravine and infiltrate the Mako Excavation Facility.

Enemies on the Prowl

Replicon Page 235



Level 16 HP 3840

Weakness -

Drop	Potion, ★Chocobo Armlet
Steal	ATK Mako Stone, ★AP Mako Stone

Genesis Page 249



Level 20 HP 14800

Weakness -

Drop	MBarrier
Steal	Elixir, ★Elixir x2



AREA MAPS



SHINRA BLDG. - TRAINING ROOM

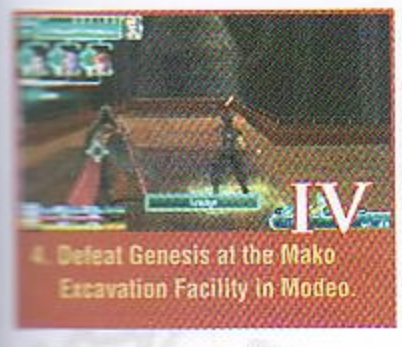
START

SHINRA BLDG. - SOLDIER FLOOR

SHINRA BLDG. - MATERIA ROOM

I

SHINRA BLDG. - EXHIBITS



4. Defeat Genesis at the Mako Excavation Facility in Modeo.



5. Search for Tseng and Cloud in Modeoheim's Bathhouse.



6. Battle Angeal Penance in the Hall of the Bathhouse.

ELEVATOR

SHINRA BLDG. - DIRECTOR'S OFFICE

BRIEFING ROOM

SHINRA BLDG. - ENTRANCE

LOVELESS AVE.

II

SECTOR 5 SLUMS - STREET

SECTOR 6 SLUMS - PARK

MODEO RAVINE - EAST

SECTOR 8 - FOUNTAIN

SECTOR 5 SLUMS - MARKET

SECTOR 1 - STATION

Bizarre Bug — Page 236



Level 13 | HP 1120 | Weakness -

Drop	Potion, ★Amulet
Steal	Potion, ★Ether

G Attacker — Page 215



Level 15 | HP 1680 | Weakness -

Drop	Potion, ★Amulet
Steal	SPR Up, ★Soma

G Battler — Page 218



Level 16 | HP 8300 | Weakness -

Drop	Wrist Band, Power Wrist
Steal	Venom Shock, ★Mute Shock

G Smasher — Page 217



Level 17 | HP 8800 | Weakness -

Drop	Potion, ★MAG Mako Stone
Steal	Drain, ★Diamond Gloves

A-Griffon — Page 237



Level 20 | HP 9850 | Weakness -

Drop	Hi-Potion, ★MAG Mako Stone
Steal	SPR Mako Stone, ★Hi-Potion

A-Hound — Page 228



Level 14 | HP 1574 | Weakness -

Drop	Potion, ★AP Up
Steal	SPR Mako Stone, ★MP Mako Stone

Angeal Penance — Page 249



Level 25 | HP 27800 | Weakness -

Drop	Lightning Armlet
Steal	Bronze Armlet

SHINRA BUILDING

SOLDIER FLOOR

NEW MISSION AVAILABLE!



★ Zack's exploits in the Sector 5 Slums have netted him access to several new missions. Take this time at the start of Chapter 5 to complete Mission 1-3-1, Mission 2-2-1, Mission 3-1-6, and Mission 5-1-4, as well as the many other missions their completion unlocks. Zack will also gain access to several other missions during this chapter.

Look around the SOLDIER Floor and tie up any loose ends. Collect the **Fira** from the supply pod and talk with the SOLDIER 3rd Class in the Briefing Room to get the **Premium Tires** if you haven't already (assuming you've completed Mission 7-1-6). This is a good time to finish having mako stones converted into materia as well. Talk with each of the other Shinra troops and SOLDIER members on the floor and head toward the Training Room **[1]**.

TRAINING ROOM

QUADS OF STEEL!

The Researcher in the Training Room wants to test Zack's physical abilities by seeing how many squats he can do. To do a squat, tap the X button just as Zack reaches the bottom of the squat position and swings his hands forward. The ideal time to tap the X button is just as his hands swing past his heels. Zack will begin to speed up after five consecutive squats—continue to tap the X button in rhythm as the camera shifts (there will be no chime) and keep it going for the next set of five, although at a faster pace. Zack's squatting will accelerate three times and then maintain a consistent speed until you botch the timing of a button press. Failure to tap the X button at the right moment will cause Zack to step out of his squat position, pause, then start all over again at the initial pace. Zack must do more squats than his opponent in a 1:00 round to win.





A Shinra Lunch Cart for Aerith!

There are four rounds of the squatting mini-game and winning each round nets Zack an item needed to build the Shinra Lunch Cart. There are two flower wagons Zack can build for Aerith and each triggers a separate flower-selling event. Win all four rounds of the squatting mini-game to have all the necessary parts to build the mecha-style one. Bring the parts to Aerith in Chapter 7.

Squatting Prizes

Round	Squats Needed	Prize
1	21	Shinra Lunch Cart Specs
2	29	Shinra Ceramic
3	41	Shinra Treads
4	52	Shinra Solder

ENTRANCE

NEW MISSION AVAILABLE!



★ Ride the elevator to the entrance and talk to the Infantryman near the snack tables to unlock Mission 2-1-5. He'll mention an inspection team he's concerned about—go and clear out the monsters right away. When done with his mission, head to the Exhibit Room and talk with the Researcher in the corner to unlock Mission 2-1-6. Complete all of the Missions in this sub-category (2-1-1 through 2-1-6) and return to the Researcher to receive the **Mythril Tools** item.

It might not seem like much is different in the Entrance, but there are several people to talk to before heading out into the night. Not only is it possible to unlock many more missions before leaving, but Zack can also earn an additional item needed to build the "cute" variety of flower wagon for Aerith.

NEW MISSION AVAILABLE!



★ Talk to the City Planning Director and his secretary in the Entrance area to unlock Mission 6-2-1. The missions in this sub-category unlock sequentially, are very easy to complete, and unlock several shops.



SECTOR 8

LOVELESS AVENUE

SEEK OUT THE WUTAI SPIES!

There are four items Zack needs to acquire to build the cute-style flower wagon for Aerith. He should already possess the **Craftsman Monthly**, **Premium Tires**, and **Mythril Tools** so all that leaves is the **Walnut Wood,** which he can gain by finding all six Wutai Spies. It's important to do this now as there is little opportunity later in the game to accomplish this task.

Go to Sector 8 and talk with each of the fan club members, then head north to LOVELESS Avenue and speak with the SOLDIER 2nd Class located there. He tells Zack all about the Wutai spies lurking in Midgar and asks for his help in finding them. Finding these spies not only unlocks additional missions, but also gets Zack one step closer to building a wagon for Aerith. Head toward the Sector 5 Slums and go over to the church after participating in the various side-quests and missions **[2]**.

Let the Reporter Go

Locate the Reporter near the stairs in the southeast corner of Sector 8 and, when given the chance, opt to let him go. His ability to snoop around at Shinra and report on the company's secrets will earn Zack additional mail and insight into his employer's seedier side.

NEW MISSION AVAILABLE!

* You will unlock an additional mission each time Zack finds one of the Wutai spies described by the SOLDIER 2nd Class.



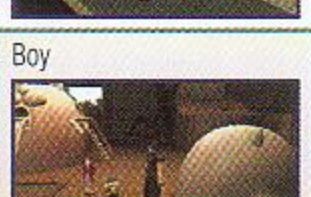
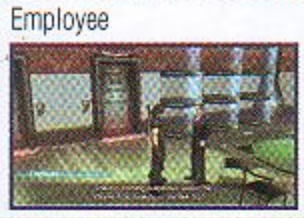
You don't need to complete the missions (Mission 4-3-1 through Mission 4-3-6) to find the next clue, nor do these missions unlock one another. They are completely optional.

Hollander: "Jenova's power has passed on to you completely."

You don't need to complete the missions that unlock with each successive capture, but this is the best time to find all the Wutai spies. The SOLDIER 2nd Class tells Zack all he knows about a particular spy, then it's up to Zack to track down that person and talk to him/her three times to make the grab. The SOLDIER 2nd Class will arrive on the scene, thank Zack, and offer him a clue concerning the next spy. Talk to the SOLDIER 2nd Class after capturing the sixth and final spy to earn the **Walnut Wood**.

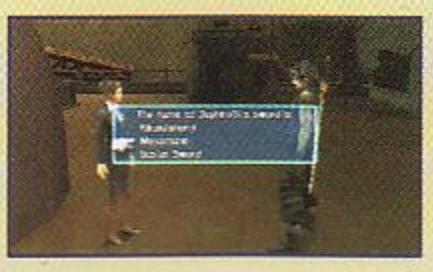


Wutai Spy Directory

Spy	Disguise	Area	Location
1	Man 	LOVELESS Avenue	Pacing back and forth near the truck.
2	Infantryman 	Market	Near shop to right of the main gate.
3	Employee 	Shinra Building Entrance	Exits the right-hand elevator.
4	Woman 	Sector 8—Fountain	Upper walkway, talking to man above stairs.
5	Employee 	Exhibit Room	Standing near front of room, near flying ship display.
6	Boy	Sector 0 Park	Standing in playground pretending to be a Wutai trooper.

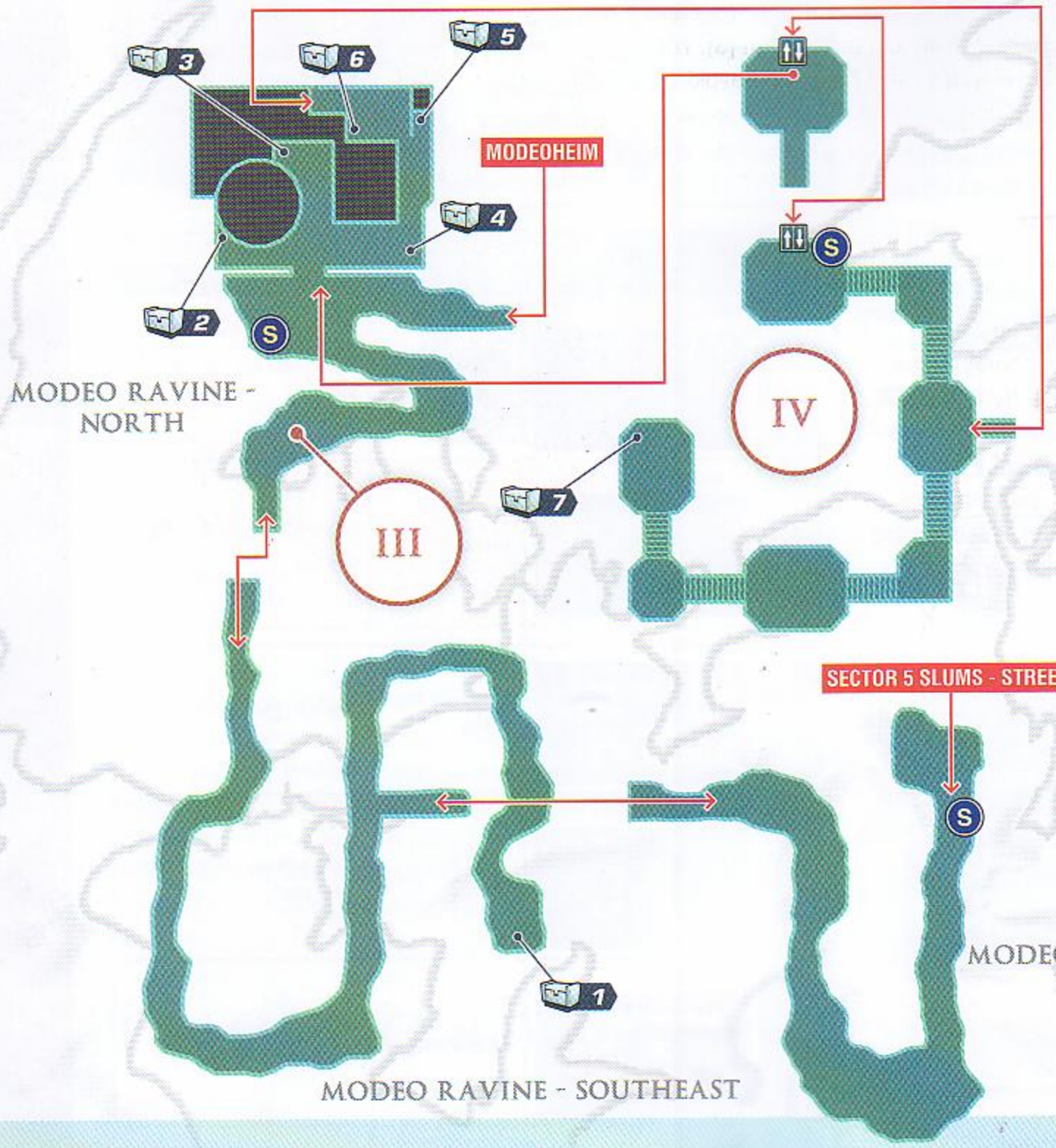
Silver Elite Fan Club

Talk to the lady in the skirt behind the playground equipment to learn about the Silver Elite Sephiroth Fan Club. She asks three trivia questions about Sephiroth and only those who answer all three correctly get to join the club. The answers are as follows: 1) Masamune, 2) Super Nova, and 3) Left-Handed. Joining the Silver Elite entitles Zack to additional mail from this exclusive group of fans.



AREA MAPS





Treasure Directory

Chest No.	Item
1	Gris-Gris Bag
2	Power Attack
3	Stop
4	Death
5	Sprint Shoes
6	Pearl Necklace
7	X-Potion

MODEO RAVINE

EAST

A MOUNTAIN EXPEDITION

The helicopter Tseng and Zack are traveling in toward Modeoheim suddenly crashes in the snow-covered mountains near the Modeo Ravine. They aren't far from a Mako Excavation Facility and will have to finish the journey on foot. Zack is tasked with leading the way. Head up the path beyond the Save Point to continue toward the southwest portion of the ravine. From there, it's just a straight shot to the northern section where the facility is located.



Cloud!

Zack befriends one of the Shinra troops during their journey across the Modeo Ravine, and it turns out to be none other than Cloud Strife, the famed—and beloved—hero from *FINAL FANTASY VII*. Those who have always wanted to learn more about Cloud's history and his relationship with his idol Zack are in for a treat. *CRISIS CORE: FINAL FANTASY VII* reveals how this bond came to be and how it evolved. Cloud's image is added to the DMW!





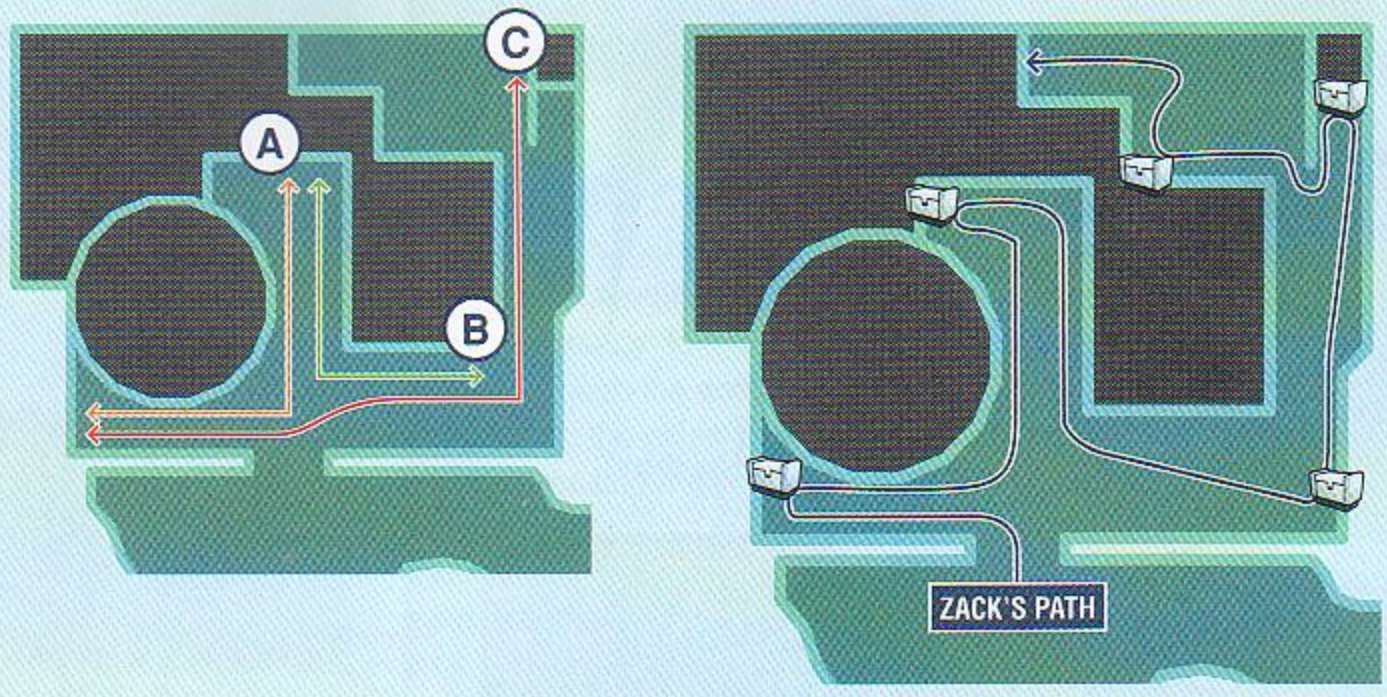
NORTH

INFILTRATE THE FACILITY

The Mako Excavation Test Site is just up ahead, but there are three guards patrolling the grounds outside—they are there to protect the contents of five chests in the area. Zack must sneak past these guards and enter the facility without being seen **[3]**. The guards follow set patrol routes (see accompanying diagram) and Zack must avoid detection. Press the Circle button to make Zack crouch behind cover, and press the X button to make him do squats to keep his core body temperature above 26.0 degrees Celsius—standing still in the blizzard will cause his temperature to plummet.



- ★ ***Guard A:*** *Patrols the left route near the excavation facility.*
- ★ ***Guard B:*** *Patrols the right route near the warehouse.*
- ★ ***Guard C:*** *Has a long route that goes from the back right corner of the warehouse to the front left.*



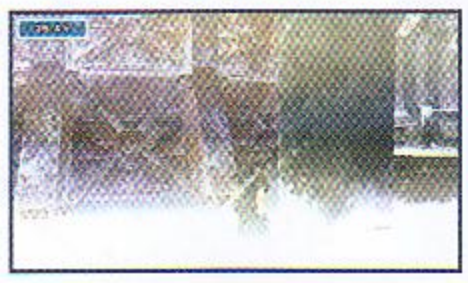
Sneaking into the facility without being detected is a tricky affair, but it's possible to collect the contents of all five chests and go unseen provided you time your movements carefully and hide behind the larger objects. That said, all is not lost if you get caught. The five treasure chests actually serve as a count of how many opportunities Zack has before the guards simply leave the area. The guards will remove one of the chests whenever one of the following mistakes is made:

- ★ *Zack exits the area through the gate at the starting point.*
- ★ *Zack's body temperature drops below 26.0 degrees Celsius and he's no longer able to move.*
- ★ *The guards catch Zack and engage him in battle.*

Angeal: "I'm still SOLDIER at heart, I suppose."

The guards will leave the area once they've claimed all of the containers that Zack has yet to get. Should Zack get the contents of all five containers, the guards will then only end their patrols if they catch Zack or he leaves the area. The key is to use the large objects for cover and know that the guards essentially have no peripheral vision—they will walk past Zack if he is hiding behind something they can't see around without turning their heads.





No Treasure, No Worry

It never hurts to gain some free materia, but don't worry too much if you fail to enter the facility without being seen because none of the items in the chests is all that rare. Each materia and accessory contained in the chests can be found in missions, shops, and elsewhere during the main story.

MAKO EXCAVATION FACILITY

Collect the **X-Potion** from the chest down the stairs to the left, then return toward the elevator near the Save Point. Be sure to save your progress and prepare Zack for battle before approaching the elevator **[4]**.

Level 20

Genesis

Page 249



The time has come for Genesis to fight Zack on his own and not rely on a summon to do his dirty work. Genesis has several powerful sword attacks and a special attack called Black Flurry that can inflict damage and Curse status, but Zack should have enough HP and a high enough VIT rating to withstand these attacks.





In contrast, Genesis's meager 14800 HP rating puts him at risk. Zack can chop this number in half with a single cast of Graviga and then whittle it down further with Firaga. Stay on the move, dodge Genesis's sword attacks, and quickly counter with your own. If necessary, cast Regen to slowly reacquire any HP lost during the battle. It shouldn't require more than another Firaga cast or a couple of slashes with the sword to finish him off.





BOSS STATS

HP	MP	WEAK
14800	525	-

DROP	STEAL
MBarrier	Elixir, ★Elixir x2

Genesis DMW

Defeating Genesis in battle unlocks his image in the DMW.

Zack is now one step closer to filling the DMW!

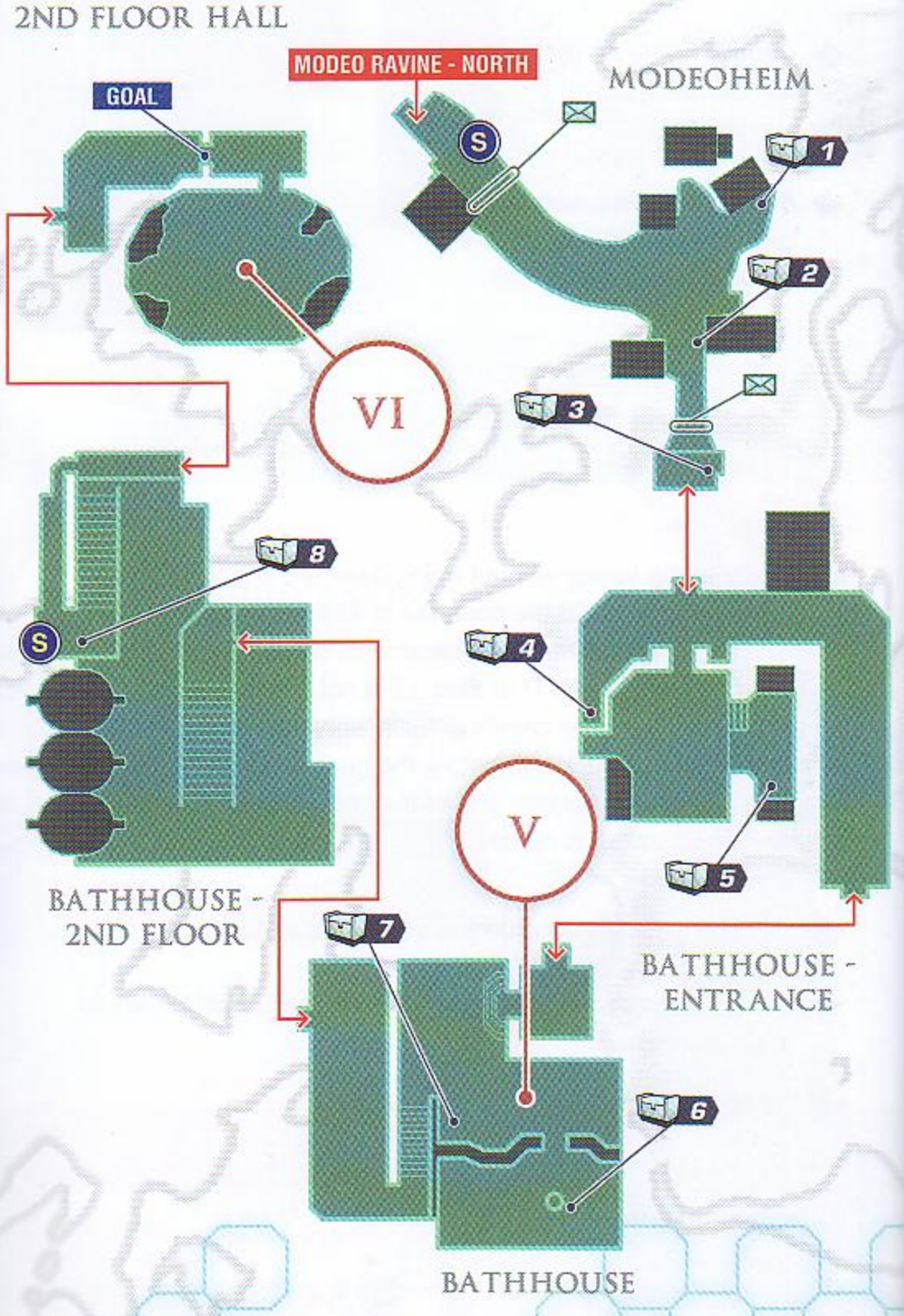
AREA MAPS



Treasure Directory

Chest No.	Item
1	3000 gil
2	MP Up
3	Blizzara
4	Hi-Potion

Chest No.	Item
5	Ether
6	Dispel
7	Ether
8	Force Bracelet



Zack: "Yeah, yeah, I'm a country boy..."



MODEOHEIM

BATHHOUSE

Pick up the **3000 gil** and other items inside the chests in what is now the ghost town of Modeoheim and enter the Bathhouse at the end of the street. There's no telling where Cloud and Tseng have gone, but it can't have been far **[5]**.

YOU HAVE 23 MESSAGES!

Approach the blinking light on the bar and press the X button to investigate the answering machine. The machine currently has 23 messages on it. It's not nice to eavesdrop, but if you listen to all 23 messages, you'll learn about a certain package that has been left on a trunk somewhere in this room. Continue selecting the "Maybe I'll listen to a few more" option until all 23 messages have played. Head up the steps opposite the bar and look for a shining object sitting on the trunk to the left. Pick it up to gain a **Power Wrist**.





Tseng: "Angeal... is waiting for you."

BOILER HANDLE

Pick up the green **Boiler Handle** near the debris in the corner of the room opposite the bar, then go down the hall to the main Bathhouse area. The water in the bath is currently too hot for Zack to wade into to access the chest, so continue to the Boiler Room and use the Boiler Handle at the control terminal at the top of the stairs to close the valve on the boilers. This will make it possible to get the **Lightning Armlet** from the hole in the boiler with the steaming vent and to get the **Dispel Materia** from the chest in the Bathhouse.





BATHHOUSE HALL

Tseng and Cloud are looking a little roughed up, but Tseng is coherent enough to let Zack know that Angeal is waiting for him **[6]**. Go through the door to the outside, save your progress, and continue up the pipes to the Hall. Prepare for battle by equipping accessories and materia that will protect against lightning-based attacks and those that will boost Zack's HP, ATK, and VIT. Firaga, Curaga, and Regen are definitely worth equipping as well.



Angeal Penance

Level 25



Zack's emotions will be quite high because he's forced to fight his friend and mentor, Angeal, so there is a good chance that the DMW wheels will spin in his favor. He may even luck into Genesis's Apocalypse Limit Break! Either way, focus on avoiding Angeal Penance's charging attack and attacking with the sword for Critical hits. Firaga will inflict several thousand HP worth of damage and can be cast repeatedly, provided Zack has enough MP.





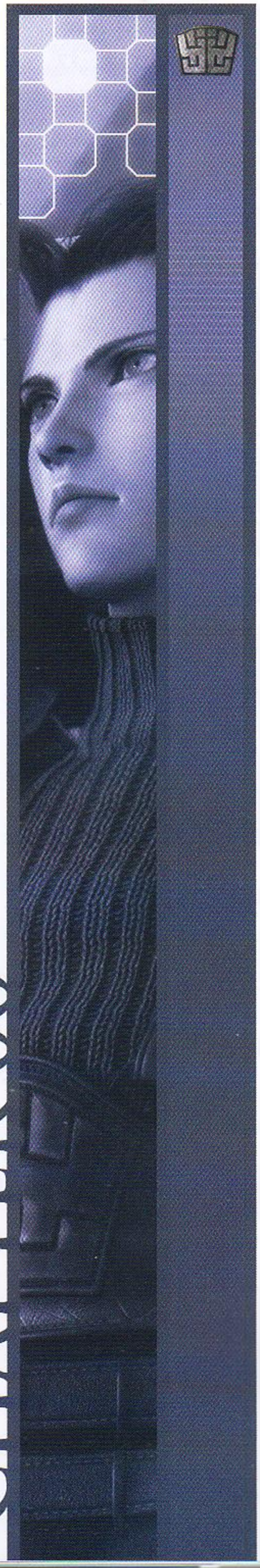
Angeal Penance has several high-powered attacks such as Thunder of Envy and End of Gluttony, but these attacks can be dodged (or warded off with the proper accessory). Sidestep the monster's attack and assault its rear for high damage. Angeal Penance will likely cast a Barrier or MBarrier spell, but this will only serve to extend the battle by an extra few sword swings. Cast Dispel if equipped; otherwise, continue with the sword and Firaga combination until the fight ends.





BOSS STATS

HP	MP	WEAK	DROP	STEAL
27800	525	-	Lightning Armlet	Bronze Armlet



CHAPTER 06

PROTECT YOUR HONOR

Zack defeated Genesis and Angeal and succeeded in capturing Hollander, but Director Lazard has run off and Shinra Headquarters is in complete disarray. As a precaution, Zack was sent on vacation to the beach in Junon and, for some reason, the Turks are there, too. They say their vacations overlapped, but Zack knows better—Tseng and the others were sent to keep an eye on him.

Zack's time in the sun comes to an abrupt end when Genesis copies leap from the sea and attack him and Cissnei. Other copies are seen throughout town, too. Tseng orders Zack to secure Hollander at once and to make sure nobody—and nothing—gets to him.







Cissnei: "That girl is an Ancient. The only one left in the world."



Chapter Flow



1. Defeat the Genesis copies on the beach and on the street, then get the assignment from Tseng.



2. Defeat the General's Tank in the Central Tunnel.



3. Help protect the Junon evacuees from the 12 waves of attacking machines.



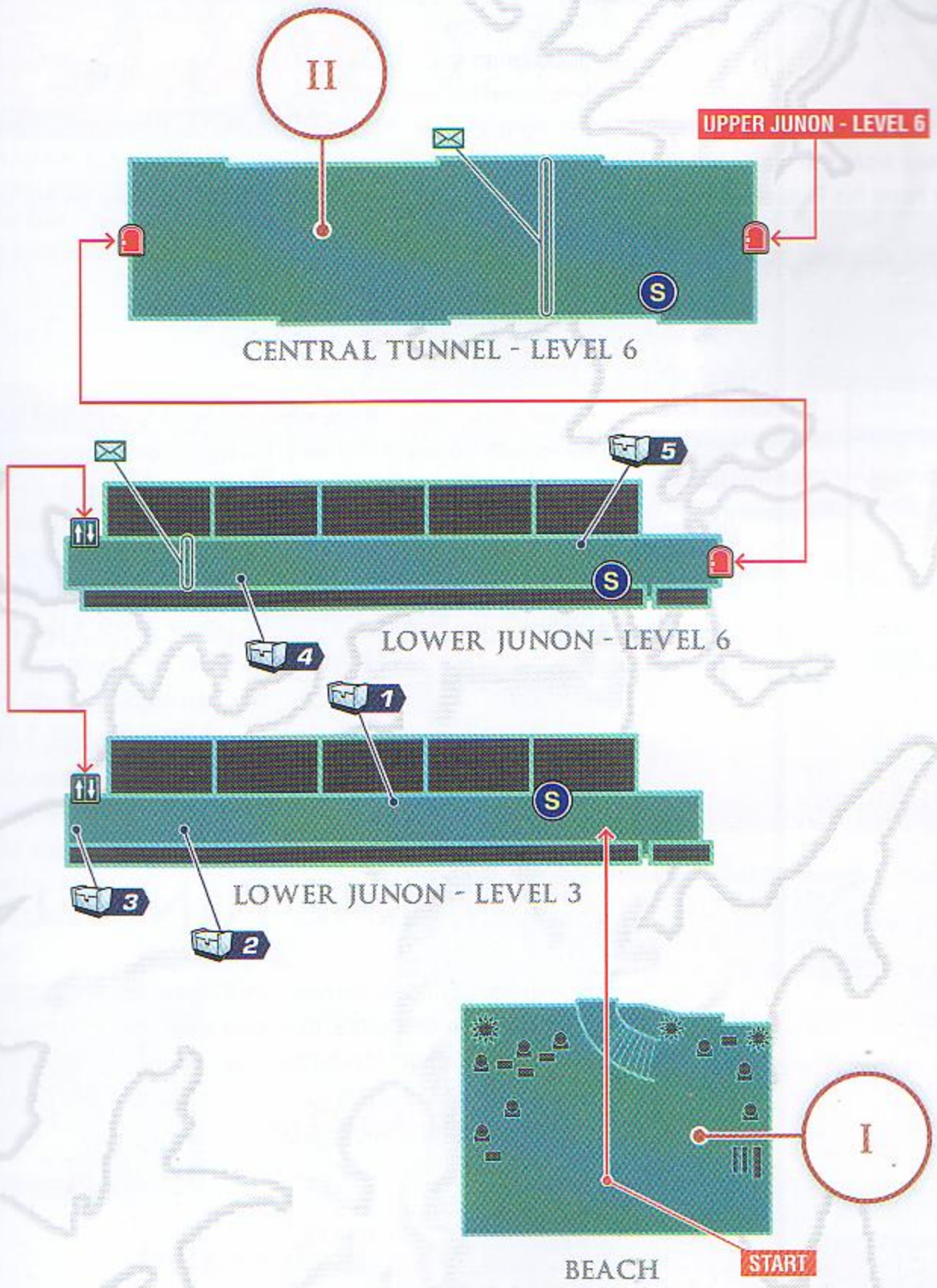
4. Ride the gondola up to Level 8 to see Cissnei and learn about the Zack Fan Club.



5. Defeat the Guard Scorpion at the Junon Airport.

AREA MAPS





Treasure Directory

Chest No.	Item
1	5000 gil
2	Hi-Potion
3	Bronze Armlet
4	Drain
5	Chocobo Armlet

Enemies on the Prowl

G Diver — Page 216



Level 17 | HP 3440 | Weakness -

Drop	Hi-Potion, ★Blizzard
Steal	SPR Mako Stone

G Trooper — Page 216



Level 16 | HP 2030 | Weakness -

Drop	Potion, ★Mythril Gloves
Steal	SPR Up+, ★Mythril Gloves

G Blader — Page 217



Level 19 | HP 9780 | Weakness -

Drop	Potion, ★MAG Mako Stone
Steal	Drainra, ★Osmose

General's Tank — Page 250



Level 26 | HP 26860 | Weakness -

Drop	Bronze Bangle, ★Bulletproof Vest
Steal	HP Mako Stone, ★Power Attack

Support Machine — Page 250



Level 12 | HP 1470 | Weakness -

Drop	-
Steal	-

Crazy Saw — Page 222



Level 19 | HP 5340 | Weakness -

Drop	Potion, ★Hi-Potion
Steal	ATK Mako Stone, ★VIT Mako Stone

Metal Saucer I — Page 220



Level 14 | HP 1680 | Weakness -

Drop	Potion
Steal	-

Guard Scorpion — Page 248



Level 32 | HP 49180 | Weakness -

Drop	Bulletproof Vest, ★Shinra Alpha
Steal	Shinra Alpha, ★Shinra Beta

LOWER JUNON

BEACH

Zack's conversation with Cissnei is suddenly interrupted by the appearance of G Divers that not only leap from the water but materialize out of thin air! Zack doesn't have his Buster Sword, but he is pretty handy with a beach umbrella! Rush into battle and use the umbrella to defeat the dozen or so G Divers **[1]**. Zack can also use any materia that he had equipped when fighting Angeal Penance in the previous chapter. Zack must fight several low-level G Troopers on the street, too, but at least he has the proper weaponry.



Bustin' Things Up

It pained Zack to take the Buster Sword from Angeal, but the sword is a welcome addition to Zack's arsenal of abilities and attacks. The Buster Sword doesn't enhance Zack's stats in any way, but it is longer than Zack's previous sword and serves to extend his reach a bit. This is particularly noticeable when using the spinning Assault Twister+ attack.

NEW MISSION AVAILABLE!

★ Use the Save Point on the right side of the road to access newly unlocked Mission 2-2-2, Mission 3-2-1, Mission 5-1-5, and Mission 5-1-6. None of these missions unlocks successive missions in their sub-categories, but there are sure to be others that Zack can now attempt without being too outclassed. We suggest having as much as 40% of the missions completed at this point in the game.



Battle past the waves of G Troopers and collect the items in the chests, especially the **5000 gil** in the first chest on the right. Crush the other G Troopers that appear and ride the elevator on the far right side of the road up to Level 6.



LEVEL 6

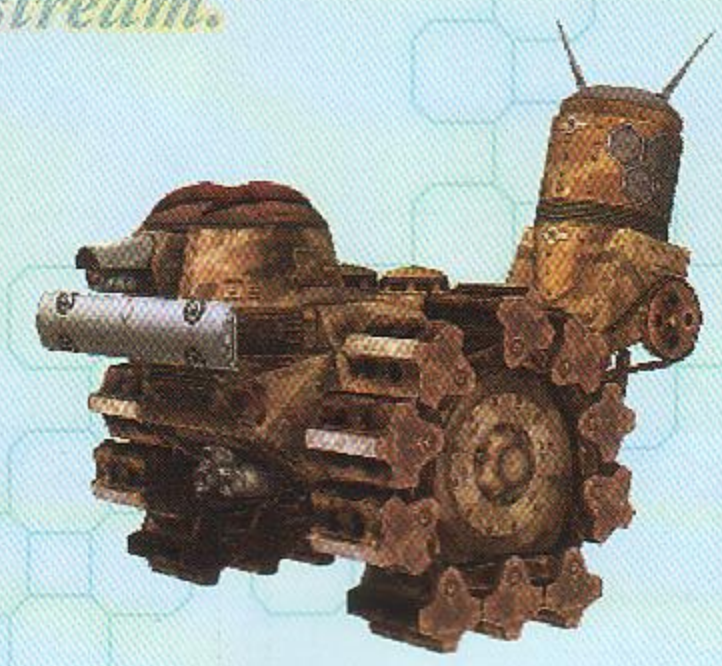
When Zack steps off the elevator, he is confronted by someone he initially thinks is Genesis. It's just another copy, this time a version called a G Blader. The G Blader has a gun built into its sword, but it's nothing a pair of Assault Twister+ attacks can't handle. Proceed down the road on Level 6 to the Central Tunnel the SOLDIER 3rd Class tells Zack about. Keep Zack's AP and HP levels topped off so he can slash through the G Troopers and G Bladers.



CENTRAL TUNNEL

Hollander disappears inside the Central Tunnel, but not before calling for the General's Tank and a number of flying drones known as Support Machines. The Central Tunnel needs to be made safe so the Junon civilians can take shelter inside it—Zack must defeat the giant tank **[2]**!

Tseng: "When the soul leaves the body, it returns to the lifestream."





General's Tank & Support Machines

General's Tank Level 26

Support Machine Level 12

Page 250

The Support Machine swarm is not a significant threat and can be eliminated with a single Assault Twister+ attack. With them eradicated, Zack can focus on avoiding the cannon on the front of the General's Tank. Run around to the side of the enormous machine and hack away at the fuel tank on the rear. Firaga and Hell Thundaga are quite effective ways of inflicting damage. Keep up the pressure and, with the help of a Limit Break or two, Zack should be knocking the treads off the General's Tank in no time!







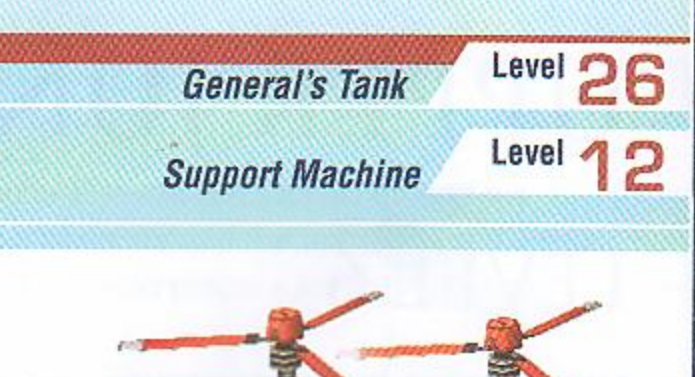
BOSS STATS

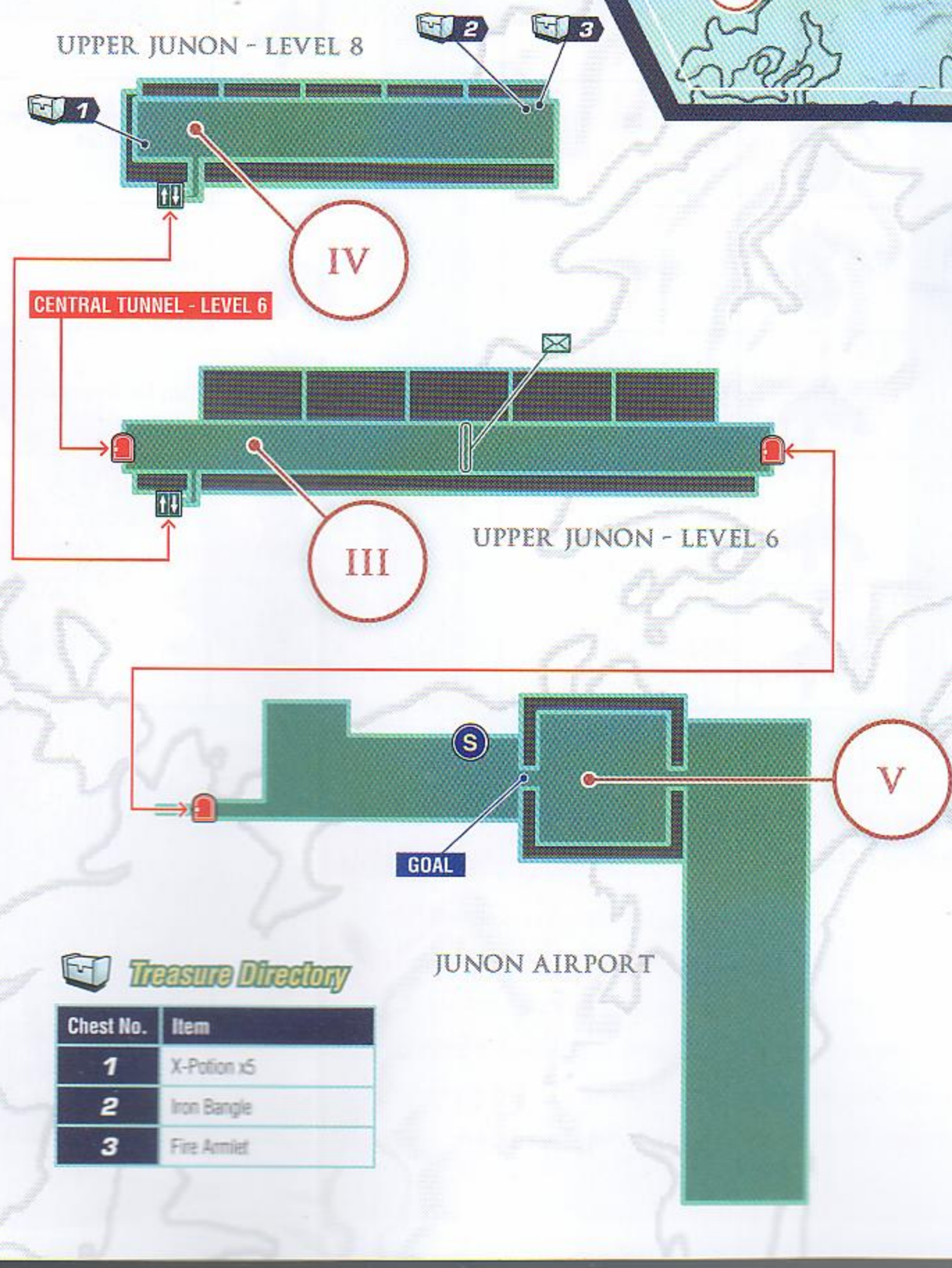
	HP	MP	WEAK	DROP	STEAL
General's Tank	26860	0	-	Bronze Bangle, ★Bulletproof Vest	HP Mako Stone, ★Power Attack
Support Machine	1470	0	-	-	-

★ *Talk to all of the people in the Central Tunnel after Tseng brings the civilians and Shinra troops inside. Pay special attention to the infantryman leaning against the wall to the left across from the Save Point, as it's none other than Cloud!*



AREA MAPS





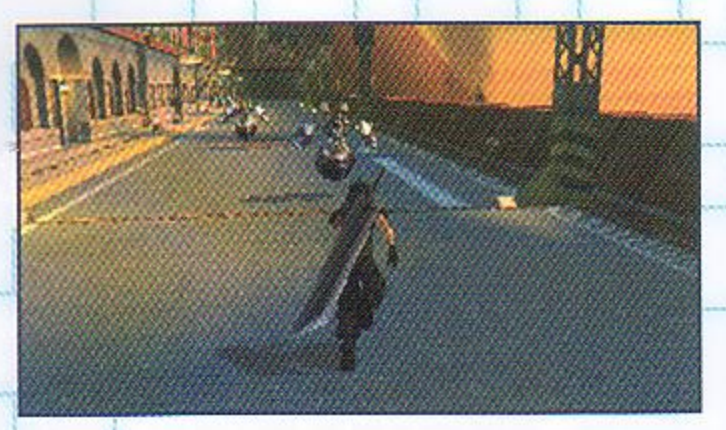
Treasure Directory

Chest No.	Item
1	X-Potion x5
2	Iron Bangle
3	Fire Armlet

UPPER JUNON

LEVEL 6

DEFENSE OF THE JUNON PERIMETER!





Hollander has released 12 waves of mechanical monsters in an attempt to destroy the gate to the Central Tunnel **[3]**. Hollander wants everyone dead—SOLDIER members, Shinra, and even civilians! Zack must destroy the Crazy Saws and Metal Saucer I foes before they reach the gate. Both types of creature are susceptible to Thundaga and/or Assault Twister, but the key is to cut off their advances before they reach the wall. Think of Zack's primary role in this event as being that of a goalie. He's the last line of defense for the people of Junon!

Be on the lookout for any enemies who sneak past and always sprint toward the enemy nearest the gate. The 12 waves of enemies are represented by a single Crazy Saw or Metal Saucer I on the battlefield, but each wave has as many as four enemies in it. Zack will receive a reward based on how many foes get past him and hit the gate.

Enemy Waves Composition

Wave	Representative	Enemies in Wave
1		Crazy Saw x2
2		Crazy Saw
3		Crazy Saw x2
4		Metal Saucer I x2
5		Metal Saucer I x2
6		Metal Saucer I x2

Enemy Waves Composition

Wave	Representative	Enemies in Wave
7		Metal Saucer I x2
8		Metal Saucer I x4
9		Metal Saucer I x2
10		Crazy Saw, Metal Saucer I x2
11		Crazy Saw, Metal Saucer I x2
12		Crazy Saw x2, Metal Saucer I

Junon Defense Rewards

Kill Count	Reward
30	MAG Up+
20-29	Phoenix Down
<19	None

Let One Pass

The MAG Up+ is a nice reward, but Phoenix Downs are difficult to come by in this game and will be of greater significance as you attempt the really difficult missions. For this reason we recommend intentionally allowing one of the waves of attackers to reach the gate. This will prevent you from achieving a perfect kill count, but it will help you earn the **Phoenix Down**.

Zack Has a Fan Club?

Head back toward the gate after defeating the last of the machines and ride the gondola on the left to Level 8 [4]. Zack will run into Cissnei there and after a bit of chitchat, Cissnei tells Zack about a fan club for him. She doesn't provide any details, but you can find out more by talking with the receptionist in the Shinra Building.



JUNON AIRPORT

Save your progress at the Save Point and prepare for battle. Make sure Zack's HP, MP, and AP levels are topped off and his strongest magic and command materia are equipped. Equip any available VIT-boosting accessories and the appropriate materia to get Zack's HP up to the 9999 limit (assuming he doesn't have any limit-increasing items yet) and prepare for battle against Hollander's latest creation **[5]**.

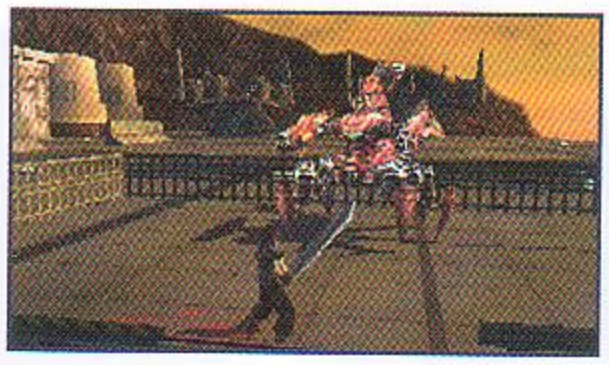
Guard Scorpion

Level 32

Page 248

The Guard Scorpion is essentially a meaner, larger, and tougher version of the Guard Spider. Zack can inflict significant damage with the Assault Twister+ attack and any strong magic such as Firaga or Hell Thundaga, especially if the DMW spins a Critical status bonus. The Guard Scorpion has several projectile-based attacks and will use its pointed feet to stab at Zack, but these attacks can be avoided. Zack can literally run circles around the Guard Scorpion and use this speed advantage to stay safe. It won't take more than one or two Limit Breaks combined with a powerful Assault Twister+ attack for Zack to come out on top.





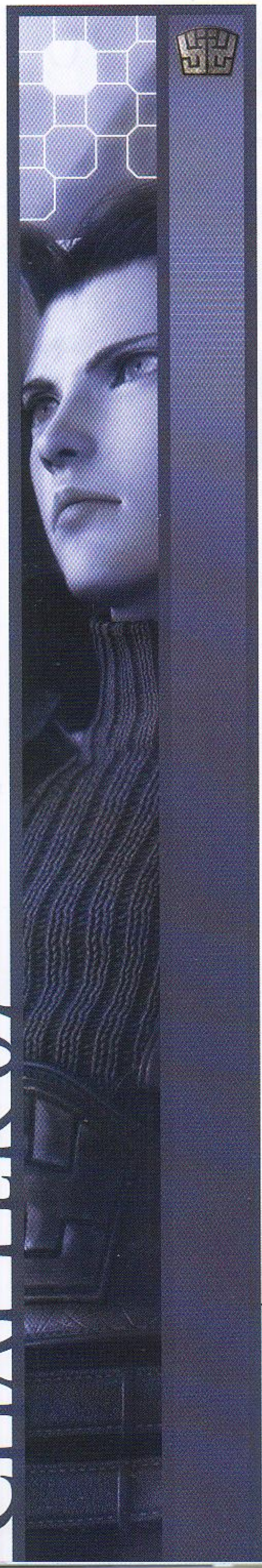


BOSS STATS

HP	MP	WEAK	DROP	STEAL
49180	0	-	Bulletproof Vest, ★Shinra Beta	Shinra Alpha, ★Shinra Beta



Zack: "Don't you think I'd be put to better use on the battlefield?"



CHAPTER 07

DEPARTURE

Zack returns from Junon and makes a bee-line straight to the church in the Sector 5 Slums to visit Aerith. He hasn't stopped thinking about her since they first met and he wants to make sure to build her a flower wagon before his next assignment. Little does he know how picky she can be when it comes to flower wagons…

The confusion within Shinra Headquarters has everyone on edge. Sephiroth will eventually call Zack back to the Shinra Building for an important assignment requiring travel to Nibelheim. Zack won't be coming back to Midgar for a while, so it's important to tie up any loose ends now.







Aerith: "I won't be afraid, if you're with me."





Chapter Flow



1. Find the flower wagon parts with the boy from the Sector 5 Slums.



2. Counsel the members of the various fan clubs to help increase Zack's popularity.

Enemies on the Prowl

Gun Bull Head Page 222



Level 20 HP 4740

Weakness -

Drop -

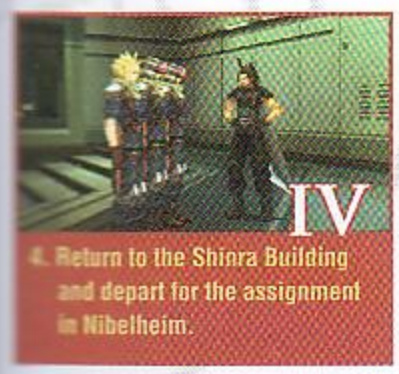
Steal -

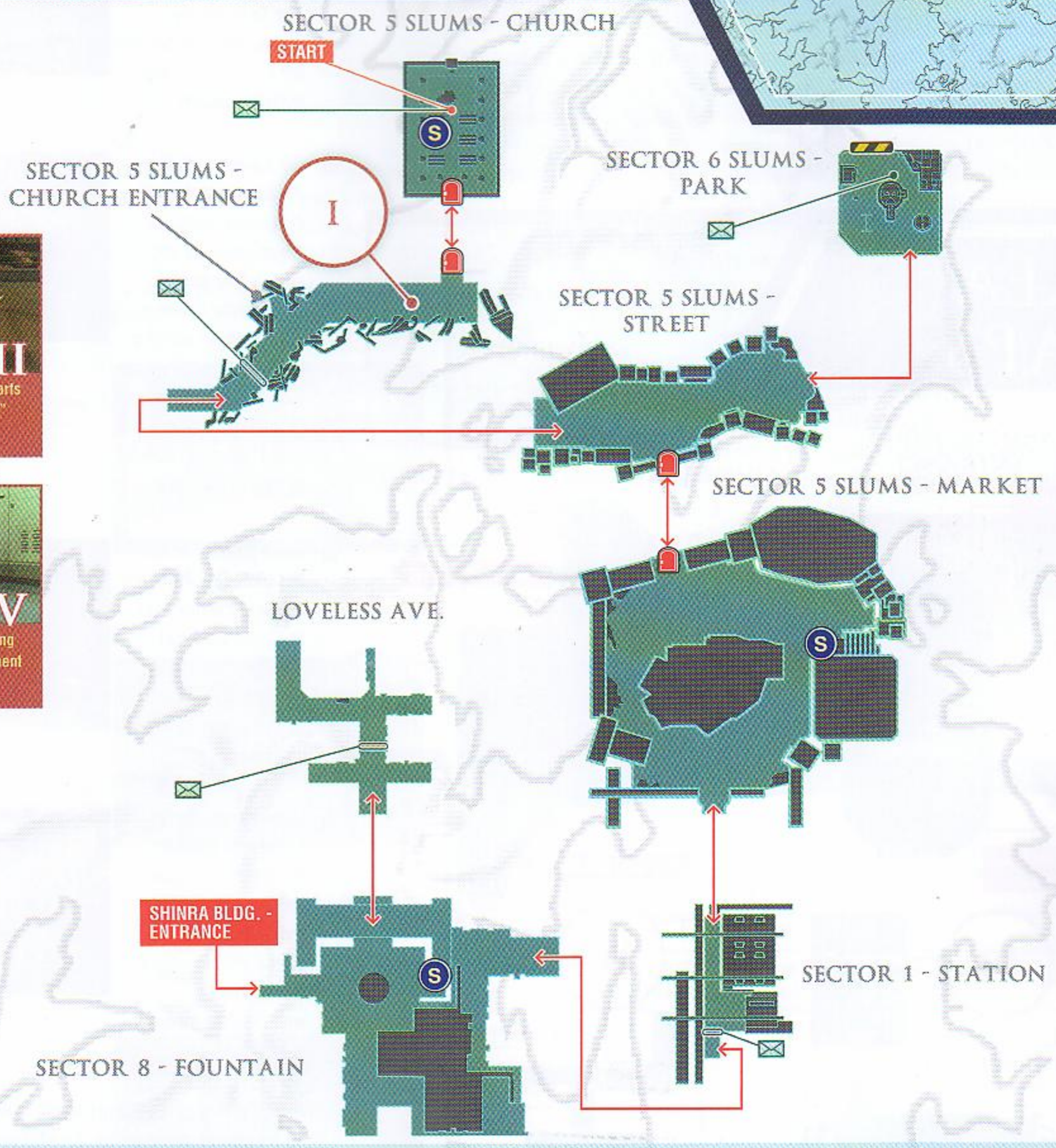


AREA MAPS









SECTOR 5 SLUMS

CHURCH

NEW MISSION AVAILABLE!



* Use the Save Point in the church to access Mission 3-2-2. Completing this mission unlocks several more in succession. Try to complete enough missions to reach level 40 or higher. This will make the rest of the main game easier and also leave fewer missions to complete later.

Zack is inside the church with Aerith when he hears a ruckus outside—it's a group of Gun Bull Heads designed to attack monsters, but they can't tell the difference between monsters and SOLDIER members. Eliminate them all and then watch as Zack talks with Tseng and the boy from the slums.



BUILDING A FLOWER WAGON

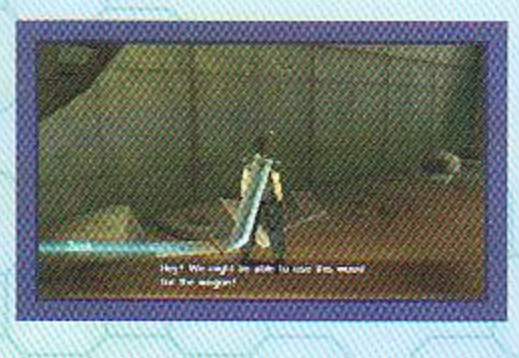
Before Zack can surprise Aerith with the extra-nice parts he acquired for the "cute" wagon and Shinra-themed wagon, he must first follow the boy around town and find parts to build her a rather modest one.

The boy Zack meets outside the church knows where to find the parts to build the first wagon. Follow him from place to place to collect each of the following items, then return to the church and present them to Aerith [1].

★ ***Used Tools:*** *There are four red glowing items on the ground outside the church. The Tools are the second item on the left as you walk away from the church.*



★ ***Old Lumber:*** *Head to the slums market and look for the wood on the ground near the shop where Aerith received the ribbon. The carpenter will give Zack the wood he needs if he can create a name for his bar. Suggest the name "Seventh Heaven" to receive the wood.*



★ ***Worn Tires:*** *Proceed to LOVELESS Avenue and visit the guy with the truck. Zack can talk him into relinquishing the old wheels from the truck.*



★ ***Instructions:*** *Return to the area outside the church and look for the lone shining red object on the ground—it's a Shinra mask with the instructions hidden inside.*



Go inside the church and show the parts to Aerith to help her build the wagon. She'll immediately ask for a nicer one, but before Zack can oblige her, Sephiroth calls. Zack returns to the Shinra Building to meet with Sephiroth about the upcoming assignment. There's no rush to leave with Sephiroth just yet, though! There's plenty of time to return to the slums and give Aerith a proper flower wagon.

Boy: "It's called street smarts, big guy."

AREA MAPS



SHINRA BLDG. - ENTRANCE

SHINRA BLDG. - SOLDIER FLOOR



SECTOR 8

FOUNTAIN

FAN CLUB UPDATES

The reported deaths of Angeal and Genesis have left the various SOLDIER fan clubs in turmoil. Take this time to help make things right. Completing each of these mini-quests with the fan clubs guarantees that Zack will receive all the available mails in the game and determines what kind of reception Zack gets in the final mail from the Zack Fan Club **[2]**.

★ *Talk with the left-hand receptionist inside the Shinra Building Entrance about the fan club that has been formed in Zack's honor. She admits to being the chairperson for the fan club and sends Zack his first mail from the club.*



★ *Return to LOVELESS Avenue and talk with the member of the Study Group about the club's money problems. Next, speak with the Genesis Fan Club member near the fountain to learn of her club's money problems. Suggest the two clubs merge, then speak with the woman on LOVELESS Avenue again to run the suggestion by her.*



★ *Locate the little boy running around near the fountain and talk with him to learn about his missing mother. Head to the Sector 1 Train Platform and talk to the Angeal Fan Club member to ask her why she's abandoning her son. Tell her that Angeal would tell her, "A mother without honor is nothing but a monster" so she'll return to her son. Talk to the boy again near the fountain.*



★ *Stop by the Park in the Sector 5 Slums and talk with the Silver Elite member behind the playground equipment. She sends Zack a mail about the games Sephiroth used to play with his friends.*



SECTOR 5 SLUMS

CHURCH

Return to the church to sell flowers with Aerith. Zack and Aerith go to the park to sell the flowers with the wagon Aerith doesn't like and, needless to say, they don't sell well. Zack returns to the Shinra Building after a conversation with Tseng, but it's still not time to leave for Nibelheim just yet!

THE CUTE WAGON

Zack can give Aerith the parts she needs for building a nicer wagon by completing various missions and doing favors for people **[3]**. If you've been following along with the walkthrough thus far and doing each of the missions as they unlock, then you should already have each of the pieces necessary to build the cute wagon. If not, consult the following table for a list of requirements.

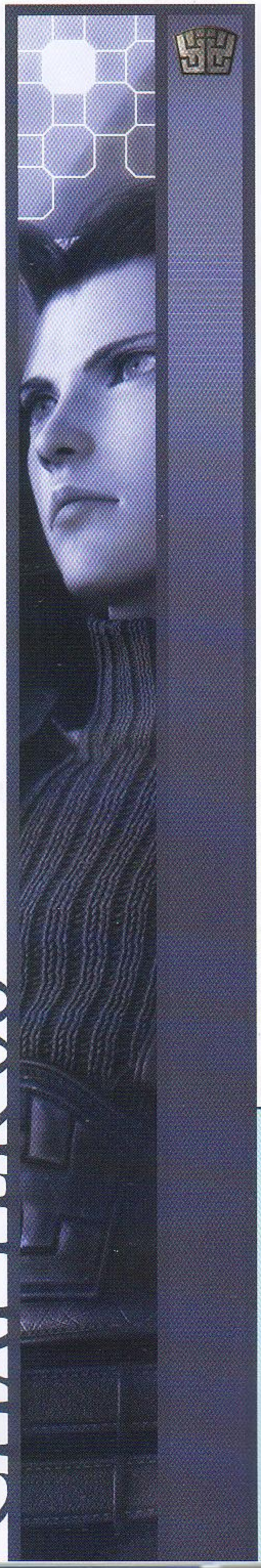


Cute Wagon Parts	
Part	**How to Earn**
Craftsman Monthly	Complete "Peacekeeping Troops"
Description: Talk with the Shinra Security Captain on LOVELESS Avenue to unlock Mission 1-2-1 and complete all six missions in this sub-category. Speak with him again afterward to receive the item.	
Walnut Wood	Catch the six Wutai spies
Description: Talk with the SOLDIER 2nd Class on LOVELESS Avenue and help him find each of the six Wutai spies. See walkthrough Chapter 5 for details.	
Premium Tires	Complete "Recall Missions"
Description: Talk with the SOLDIER 3rd Class in the Briefing Room to unlock Mission 7-1-1 and complete all six missions in this sub-category. Speak with him again to receive the item.	
Mythril Tools	Complete Mission 2-1-6
Description: Speak with six people who mention monsters in Midgar: the man on the second level of Sector 8—Fountain, the woman at LOVELESS Avenue, the girl at the market in the Sector 5 Slums, the girl in the street of the Sector 5 Slums, the Infantryman upstairs in the Shinra Building Entrance, and the Researcher in the Exhibit Room. Complete Mission 2-1-6, then return to the Researcher to receive the item.	

SHINRA LUNCH CART

The cute wagon was a big success, but Zack can offer Aerith a third choice! Zack can win four items used in the construction of a Shinra-style wagon by winning all four rounds of the squatting mini-game in the Training Room (see walkthrough Chapter 5 for details). Give Aerith the Shinra Solder, Shinra Ceramic, Shinra Treads, and Shinra Lunch Cart Specs and watch as she and Zack build a very un-flowery wagon. Back inside the church, talk with Aerith to say goodbye and return to the Shinra Building **[4]**. Ride the elevator up to the SOLDIER floor and tell Kunsel you're ready to go.





CHAPTER 08

SEE YOU SOON

Sephiroth led Zack, Cloud, and some extra Shinra troops to the town of Nibelheim to investigate the missing mako reactor workers, but it's clear that Sephiroth is acting strangely. A local guide named Tifa agrees to lead the way up Mt. Nibel to the reactor site but isn't shy about voicing her concerns, especially where they relate to the blonde-haired member of SOLDIER.

Zack's role in Nibelheim is at first unclear. A boy in the village presents a number of mysteries for Zack to solve, but this is not the only reason for the trip. Zack must try to shadow Sephiroth and uncover the secrets lurking in the basement of Shinra Manor. There is a truth lying in the hills surrounding Nibelheim and it is unkind to SOLDIER, mainly to Sephiroth.









Zack: "This is a symbol of my dreams and honor."

Chapter Flow



1. Talk with the boy to learn about the seven wonders in Nibelheim. Solve the first two wonders.



2. Speak with Sephiroth and follow him to the Nibel Reactor site.



3. Return to the village and talk with the boy about the third, fourth, and fifth wonders.



4. Rejoin Sephiroth in the basement of Shinra Manor to learn more about Jenova.

Enemies on the Prowl

G Deleter — Page 218



Level 27 HP 16610
Weakness -

Drop	Gravity
Steal	Mute Shock, ★Mortal Shock

G Legion — Page 216



Level 18 HP 3040
Weakness -

Drop	Potion, ★Force Bracelet
Steal	MAG Up++, ★Talisman

Needle Kiss — Page 239



Level 19 HP 2650
Weakness Fire

Drop	Thunder, ★Thundara
Steal	Thunder, ★Lightning Ring

Gray Bomb — Page 238



Level 27 HP 15530
Weakness Ice

Drop	MAG Mako Stone, ★Fire
Steal	SPR Mako Stone

Sahagin — Page 231



Level 23 HP 10445
Weakness Thunder

Drop	Potion, ★Blizzard
Steal	Blizzard, ★Blizzara

Bizarre Bug — Page 236



Level 13 HP 1120
Weakness -

Drop	Potion, ★Remedy
Steal	Potion



AREA MAPS

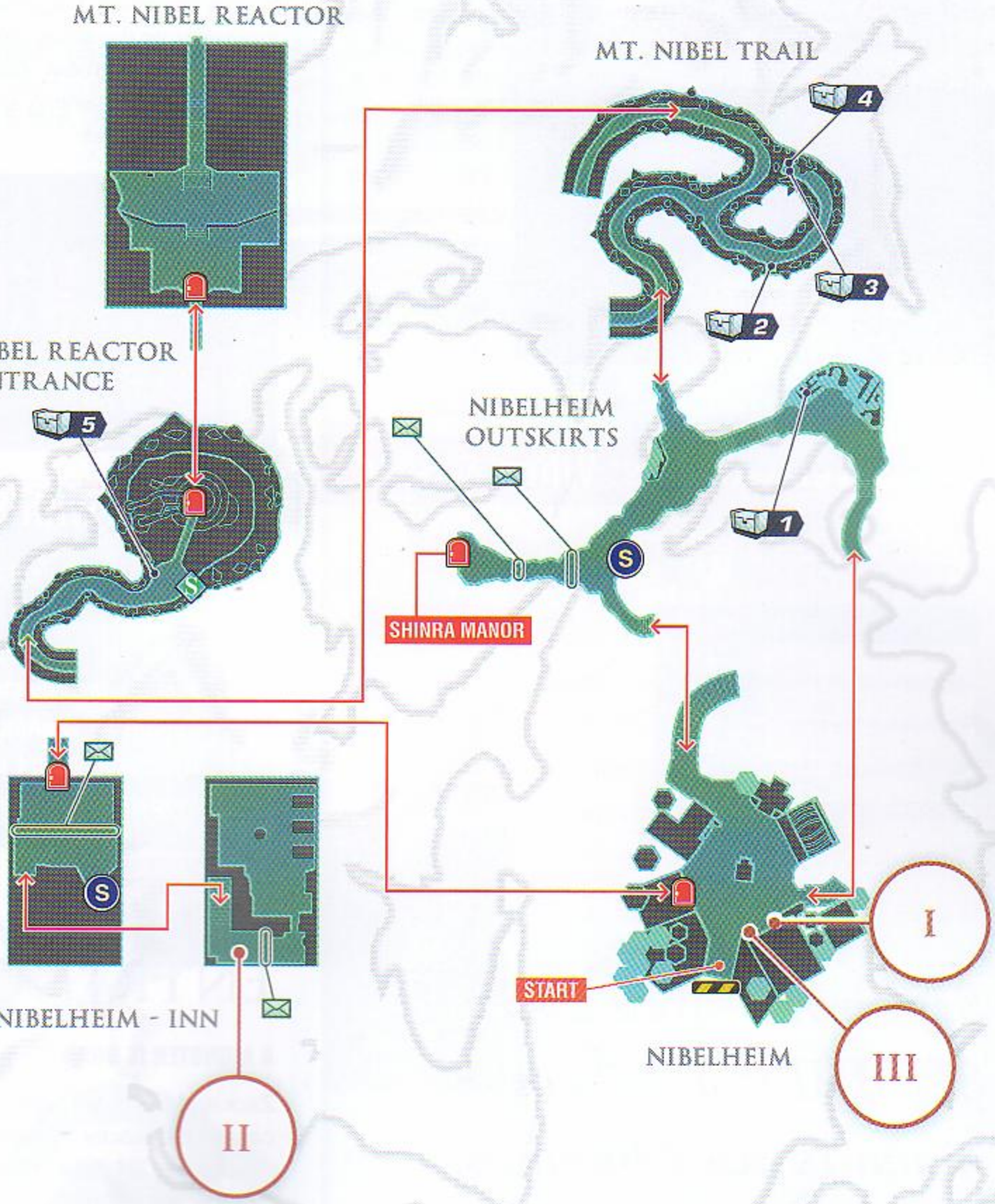




5. Rescue the boy's mother from the flaming store to solve the sixth wonder.



6. Pursue Sephiroth to the Nibel Reactor and put an end to the madness.



Treasure Directory

Chest No.	Item
1	Ether
2	Hi-Potion
3	Elixir
4	HP Stone
5	White Cape

Bomb
Page 237



Level 22 HP 6608
Weakness: Ice

Drop	Potion
Steal	Potion, ★Fire Armlet

Touchy Bomb
Page 237



Level 27 HP 15530
Weakness: Ice

Drop	MAG Mako Stone, ★Fire
Steal	MAG Mako Stone, ★ATK Mako Stone

Remedy Bomb
Page 237



Level 27 HP 15530
Weakness: Ice

Drop	MAG Mako Stone, ★Fire
Steal	MAG Mako Stone, ★VIT Mako Stone

Death Claw
Page 240



Level 23 HP 9050
Weakness: Fire

Drop	MAG Mako Stone, ★Mythril Gloves
Steal	Mythril Gloves, ★ATK Up

Sephiroth
Page 251



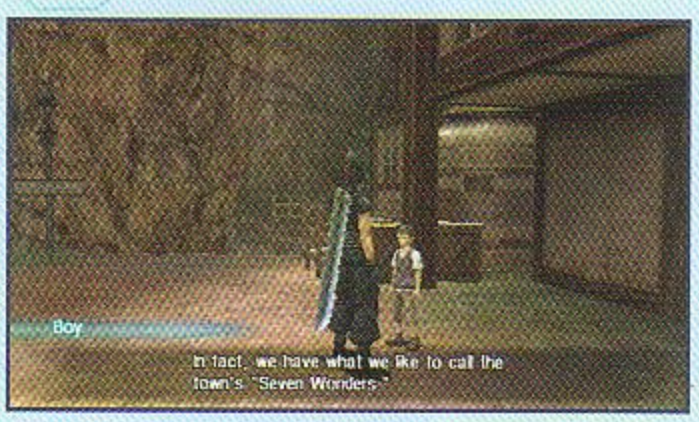
Level 36 HP 52820
Weakness: -

Drop	-
Steal	-

NIBELHEIM

TOWN CENTER

Talk with the little boy on the east side of the town center to learn about the town's "Seven Wonders." The boy presents these mysteries to Zack one at a time in hopes that he can get to the bottom of these strange occurrences **[1]**. There are some valuable rewards in store for completing them, so get to it!



Seven Wonders: When & How

Zack must solve the first five mysteries before going to the Basement Facility in Shinra Manor, or he won't have the opportunity to complete the sixth wonder. The seventh wonder will be presented during Chapter 9, but only if Zack completes the first six. We recommend completing the first two mysteries, then talking to Sephiroth in the inn, and then completing the third, fourth, and fifth wonders before rejoining Sephiroth in the basement.

Sephiroth: "You average SOLDIER members are mako-infused humans."

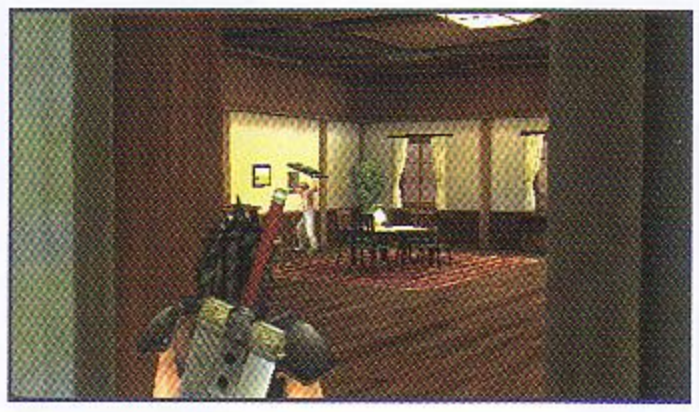
THE FIRST WONDER

According to the boy, the town's drinking water has been red lately. Climb the side of the water tower in the center of the village and look inside the cistern at the top. The water is indeed red, but it's because of a red materia inside. Grab the **Phoenix** materia and the Phoenix's summon image will be added to the DMW.



THE SECOND WONDER

The boy speaks of a girl who occasionally disappears from the painting on the wall in the second floor room at the inn. Talk with Sephiroth to gain access to the inn and head upstairs to the guest room. Inspect the painting and return to the boy. He'll tell Zack more about the painting. Now return to the inn and have another look at the painting. Come back downstairs and watch to see if the innkeeper goes up the stairs (if he doesn't, then look at the painting again and come down again). Follow the innkeeper up the stairs (don't pass him) and spy on him as he enters the guest room. Zack will catch him hiding money in the wall behind the painting and receive **2000 gil** from the man for keeping the secret.



A Walk with Sephiroth

The most efficient way to progress the story while completing the Seven Wonders quests is to return to the boy and speak with him about the third wonder, then go straight to the inn and talk to Sephiroth. Sephiroth will lead the way to the Nibel Reactor and Zack will be able to solve the boy's third quest on the return trip.

NIBEL REACTOR ENTRANCE

A MONSTER IS BORN

Zack and Sephiroth head to the Nibel Reactor to see what caused the reactor to malfunction and discover a broken seal in the process **[2]**. Zack is left to watch as Sephiroth begins to piece together the truth about his existence. A sudden appearance by Genesis serves only to agitate Sephiroth even further.

Zack exits the reactor to find Genesis copies attacking Tifa and the Shinra troops left to protect her. Slay the G Deleter and G Legions and grab the **White Cape** from the nearby chest. Fight past the hordes of Bombs and Needle Kiss foes and begin the journey back to the village.







MT. NIBEL TRAIL

THIRD WONDER

Talk to each child near the intersection in the trail to learn about the "Wonder" Bomb, then head up the path to the east. Zack will encounter more Bombs in this area, but he won't run into the so-called Wonder Bombs until the very end of the trail. That's where he gets attacked by a Touchy Bomb, Remedy Bomb, and Gray Bomb. These three creatures are all very similar and, unlike previous creatures in the Bomb family, these must be destroyed before they explode. Watch for them to start inflating, then quickly attack them to make them shrink back to their regular size. Defeat them all before they explode to receive the **Gold Shard**. Give it to the boy in the village in exchange for a **Safety Bit [3]**.



AREA MAPS



Treasure Directory

Chest No.	Item
1	Soma
2	Talisman
3	X-Potion
4	Fire Ring
5	Elixir

SHINRA MANOR

SECOND FLOOR

FOURTH WONDER

The fourth wonder pertains to a "laughing safe" in Shinra Manor. For this one, Zack must find a way to open the safe and determine the source of the laughter. Head up the path to Shinra Manor and enter the northwest room on the second floor. This room contains the safe and a piece of paper on the floor that provides hints to each number in the four-digit combination for the safe.

RANDOM COMBINATION

★ *The combination for the safe varies each time you play, so we cannot simply provide the solution. Fortunately, the following tips will help you decipher the combination.*



★ ***1st Digit:*** *The clue for this digit is "Knowledge overflowing" and refers to the number of books in the room on the east side of the second floor. Look through the keyhole and count the number of books that are not on any of the shelves in the bookcase. Be sure to include any books on top of the bookcase.*



★ ***2nd Digit:*** *This clue simply states "Unwelcome faces" and refers to the number of Dorky Faces in the east room on the first floor. Look through the keyhole and count the number of Dorky Faces inside the room. Note that the Dorky Faces disappear and reappear, but they always stay in the same place.*



★ ***3rd Digit:*** *The clue for this digit states "Tasty reminders of home" and refers to the number of Banora apples and/or cans in the room. Look closely for the purple Banora apples and any tin cans of apples and count them. The apples and cans may be partially obscured by other items; don't forget to look on the floor or underneath furniture.*



★ ***4th Digit:*** *The clue reads "Resting on all four feet" and refers to the number of chairs in the room on the west side of the first floor. Count the chairs in this room and use that number as the fourth digit in the combination.*

Zack: "Sephiroth! Have you completely lost your mind?"

Follow the on-screen instructions to enter the code and unlock the safe after you've deciphered the code. Unlocking the safe releases the Cactuar locked inside and also nets Zack the **Vital Slash** materia. Return to the boy in the village to report these findings to learn about the fifth wonder.



SHINRA MANOR

UNDERGROUND CAVE

FIFTH WONDER

The next mystery involves "bloodcurdling moans" coming from the caverns beneath Shinra Manor. The boy says Sephiroth has the key to the basement of Shinra Manor and that the door to the basement is actually on the second floor of Shinra Manor. Return to the second floor of Shinra Manor and enter the room in the southwest corner. Speak to the Shinra troop there to learn that Sephiroth has already unlocked the door. Head down the stairs to the first level and descend the ladder to the lower floor.

The Sahagins in the underground caverns possess Coffin Keys that can be used to open any of the four coffins in the rooms on either side of the cave. Zack will encounter more than enough Sahagins while crisscrossing the main cavern, so there should be no problem acquiring four Coffin Keys. Three of the four coffins contain Bizarre Bugs, but the third contains a man who is sleeping.





Asleep for Years to Come

Longtime fans of FINAL FANTASY VII and/or Dirge of Cerberus will realize that the man sleeping in the basement of Shinra Manor is none other than the gun-loving Vincent. None of the main characters in CRISIS CORE knows who Vincent is just yet.

The boy doesn't have a special reward for Zack at this time, nor is he ready to divulge any information about the next wonder. For this reason, you can skip returning to the boy and instead continue through the southernmost door to the Basement Facility. This is where Zack finds Sephiroth alone, studying everything concerning the Jenova Project and his origins [4].



NIBELHEIM

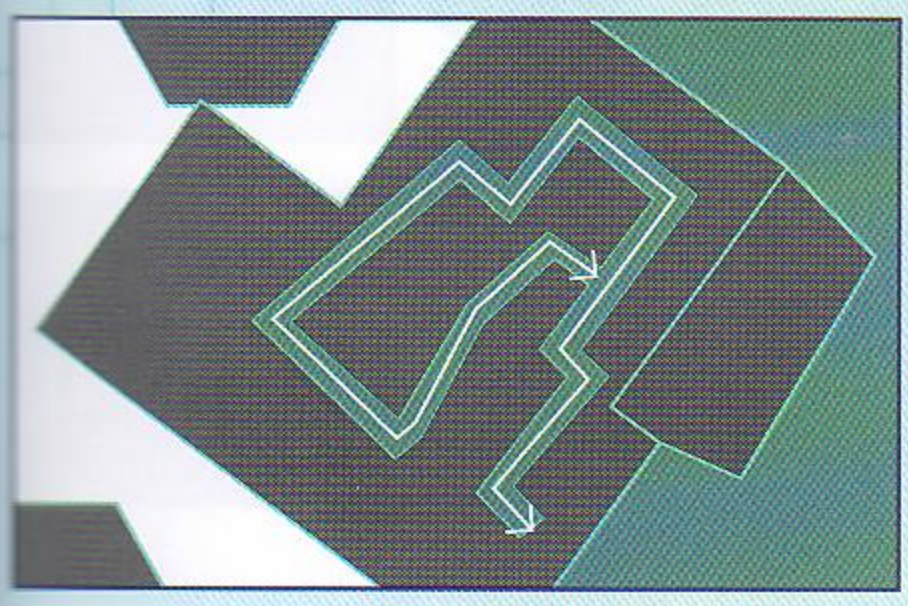
TOWN CENTER

Zack leaves Sephiroth alone in the basement and returns to the inn. After poring over the research records in the basement, Sephiroth exits the mansion enraged and sets fire to the town of Nibelheim.

SIXTH WONDER

The boy with the hints about the Seven Wonders is standing outside the flaming general store **[5]**. Talking to him reveals that his mother is trapped inside the burning building. Zack has 1:00 to enter the store and search for the woman, but he must do so blindly—there is too much smoke to see. Follow the path below to reach the woman.





You won't be able to see what the inside of the building looks like and must guide Zack from outside. Luckily, the camera pans left to right and up and down with Zack's position inside the burning store. The boy's mother is trapped upstairs. To reach her, guide Zack to the far right side of the store, then back toward the rear of the building. From there, head to the left side of the building, then toward the front, and finally to the right. Watch for the on-screen prompt and press the X button when it appears to rescue the woman. Quickly guide Zack back through the burning store and out the front door. The boy will thank Zack by giving him the **ATK Up++** materia. The Seventh Wonder must wait for another time.



NIBEL REACTOR

Fight up the Mt. Nibel Trail to the Nibel Reactor and use the Save Point outside the building to save your progress. Take this time to configure Zack for battle **[6]**. Equip him with items that will boost his VIT and ATK rating over 100 and equip at least one command materia and the most powerful magic materia in your possession, preferably Hell Thundaga or Hell Firaga.

Level 36

Sephiroth

Page 251



Sephiroth is not much stronger than Zack. And depending on how many missions you have completed and how much fusing of materia you have done, Zack may have a decided advantage.



Attack Sephiroth relentlessly at the start of the battle. Hit him with Assault Twister+ (or a similar command materia) and Hell Thundaga. Keep up the pressure and hope for the DMW to spin some strong Limit Breaks. Sephiroth will put his fabled Masamune sword to use during the battle, but it won't do much damage provided Zack has a high VIT rating. Sephiroth relies on his patented Octaslash attack to deliver the pain. Zack will succeed in deflecting many of the blows from this attack, but he can't parry the entire attack. Keep Zack's HP near its 9999 limit and have a Phoenix Down (or Doc's Code) ready just in case.





The battle isn't over when Sephiroth is depleted of HP. In fact, the battle moves to a narrow walkway perched high above the mako reactor and Sephiroth resumes the battle with a fresh 31900 HP. Sephiroth will attempt to push Zack backward off the edge—even deflected attacks will knock Zack backward. Quickly consume a Hi-Potion or Ether if needed and go on the offensive to put some distance between Zack and the edge.



Continue the assault with the Hell Thundaga or similar magic while staying clear of the walkway's terminus. Zack will likely receive the benefit of a Limit Break or two, but so will Sephiroth. Keep Zack's HP high and waste no time in casting the attack spells. A Hell Thundaga with a high MAG rating can inflict over 10000 HP worth of damage and prove decisive in this battle.

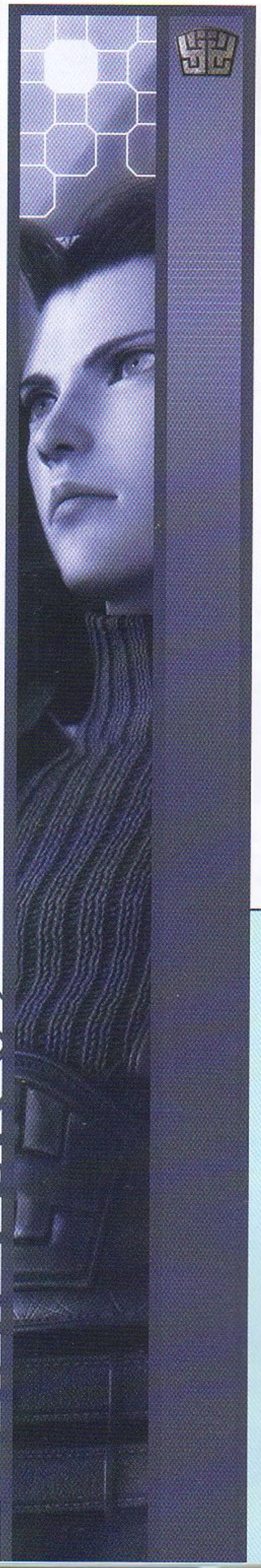




BOSS STATS

HP	MP	WEAK
52820	9999	-

DROP	STEAL
-	-



CHAPTER 09

ESCAPE THE NIGHTMARE

Thanks to Angeal, Zack and Cloud escaped the mako-filled stasis tanks they were imprisoned in following their battle with Sephiroth, but not before Professor Hojo conducted experiments on them. Cloud, a lowly infantryman, had never been exposed to mako before and now has all the signs of severe mako addiction. The sudden post-immersion withdrawal may kill him if Zack doesn't find a way to save him.

Given the dysfunctional state of the SOLDIER program at Shinra Headquarters, it's clear to Zack that there is no going back. Like Angeal and Genesis before him, Shinra will likely pronounce him dead and try to cover up any evidence of the truth. Little by little Zack manages to piece together the truth about Shinra and Jenova—and about himself. It's a disturbing realization.









Chapter Flow



1. Guide Cloud out of the Basement Facility to the Nibelheim town center.



2. Protect Cloud from the Shinra troops seeking to capture him.



3. Eliminate the Gun Bull Heads in the Nibel Plains.

Enemies on the Prowl

Sahagin — Page 231



Level 23 | HP 10445 | Weakness: Thunder

Drop: Potion, ★Blizzard
Steal: Potion, ★Blizzard

Gargoyle — Page 241



Level 34 | HP 6668 | Weakness: -

Drop: Earring, ★Circlet
Steal: MAG Mako Stone, ★Spirit Shoes

Dorky Face — Page 240



Level 29 | HP 4668 | Weakness: -

Drop: Ether, ★Poison
Steal: Ether, ★Gris-Gris Bag

Needle Kiss — Page 239



Level 19 | HP 2650 | Weakness: Fire

Drop: Thunder, ★Thundara
Steal: Thunder, Lightning Ring

Death Claw — Page 240



Level 23 | HP 9050 | Weakness: Fire

Drop: MAG Mako Stone, ★Mythril Gloves
Steal: Mythril Gloves, ★ATK Up

Grenade Combatant — Page 208



Level 23 | HP 2840 | Weakness: -

Drop: Potion, ★Potion x2
Steal: Potion, ★Potion x2

Ahriman — Page 233



Level 26 | HP 6910 | Weakness: -

Drop: SPR Mako Stone
Steal: SPR Mako Stone, ★Cure

Head Hunter — Page 242



Level 21 | HP 2810 | Weakness: -

Drop: Potion, ★ATK Mako Stone
Steal: Remedy, ★LCK Mako Stone

Sky Gunner — Page 221



Level 27 | HP 8190 | Weakness: Thunder

Drop: HP Mako Stone, ★VIT Mako Stone
Steal: -



AREA MAPS



IV

4. Defeat the G Eliminator on the highway to Midgar.



V

5. Visit Zack's parents' house to see if his mom is okay.



VI

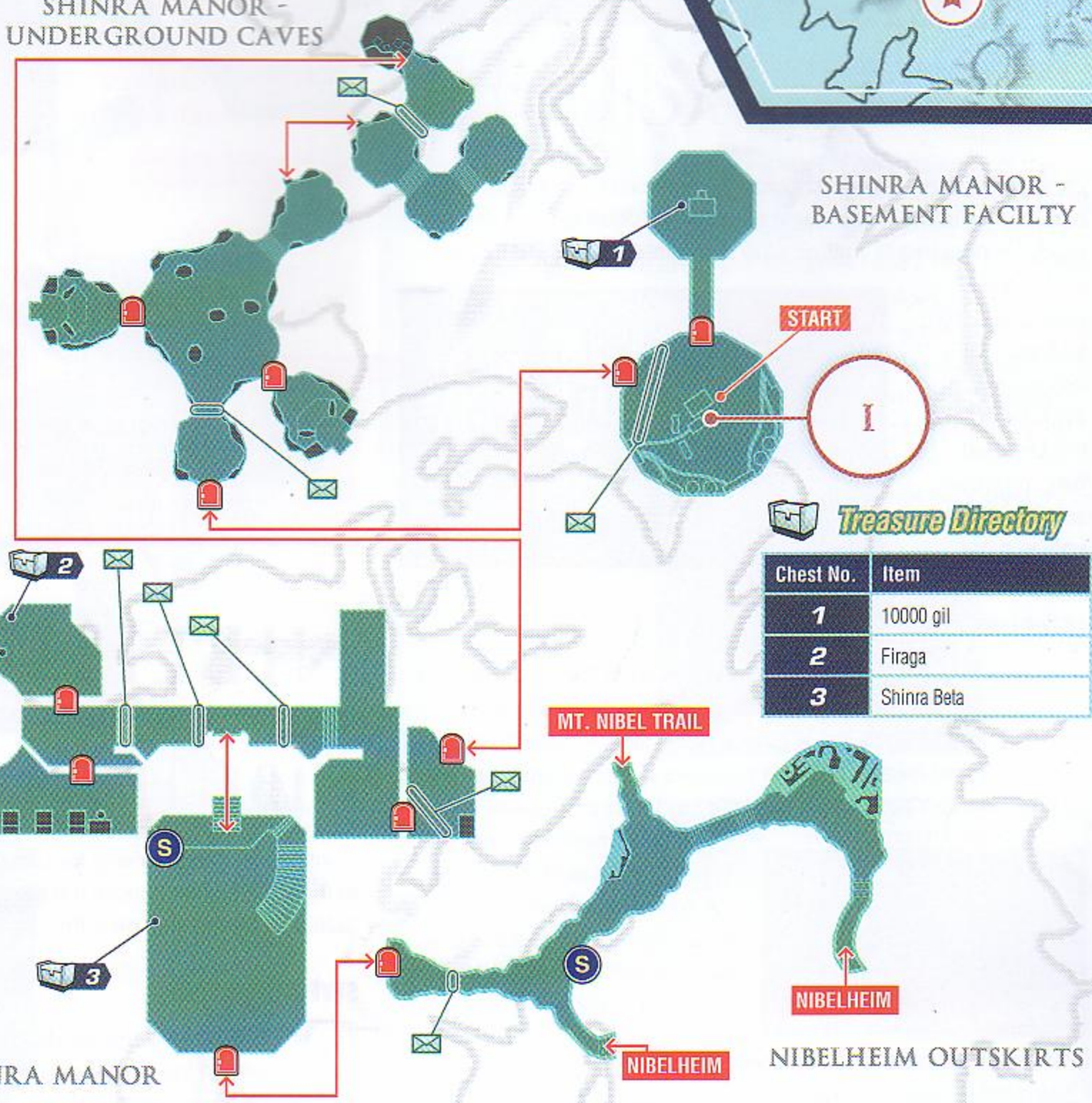
6. Continue to the Gongaga Hills to meet an old friend.



VII

7. Return to the abandoned mako reactor to protect Cloud.





Treasure Directory

Chest No.	Item
1	10000 gil
2	Firaga
3	Shinra Beta

Bomb Page 237



Level 22 HP 6608
Weakness: Ice

Drop: Potion
Steal: Potion, ★Fire Armlet

Angeal: "You tarnish the SOLDIER name!"

Captain Page 209



Level 25 HP 4980
Weakness: -

Drop: Potion, ★Hi-Potion
Steal: Potion, ★Hi-Potion

Alert Head Page 222



Level 24 HP 4970
Weakness: -

Drop: -
Steal: -

G Eliminator Page 252



Level 38 HP 65300
Weakness: -

Drop: MP Mako Stone, ★AP Mako Stone
Steal: Mountain Chocobo Armlet, ★Iron Bangle

Griffon Page 237



Level 34 HP 17840
Weakness: -

Drop: Hi-Potion, ★MAG Mako Stone
Steal: SPR Mako Stone, ★Hi-Potion

G Slayer Page 217



Level 32 HP 27590
Weakness: -

Drop: Potion, ★ATK Mako Stone
Steal: Osmose, ★Drainga

G Predator Page 218



Level 33 HP 12460
Weakness: -

Drop: Wrist Band, Power Wrist
Steal: Mute Shock, Mortal Shock

Hollander Page 253



Level 37 HP 98540
Weakness: -

Drop: Status Ward
Steal: Dark Matter, ★Dark Matter x2

Land Worm Page 234



Level 28 HP 4400
Weakness: Ice

Drop: Potion, ★SPR Mako Stone
Steal: MAG Mako Stone, ★MP Mako Stone

SHINRA MANOR

BASEMENT FACILITY

Zack gets to his feet and knocks Hojo's assistant out cold. The Basement Facility has a chest containing **10000 gil** and several research documents that provide some insight into what Zack and Cloud were subjected to. Most importantly, Zack must take the **Dresser Key** from the scientist he knocked out.



ESCORTING CLOUD

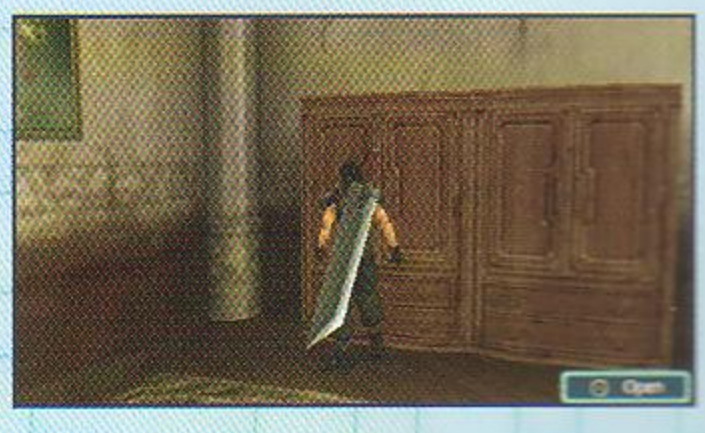
Zack must shoulder Cloud and help him from the Underground Caves to the second floor of Shinra Manor where he can get some rest before ultimately helping him back to Nibelheim [1]. Go ahead and clear out all the enemies in each area so that it will be safe for Cloud. Start with the Underground Caves and defeat the enemies there, then approach the ladder to enter the next area. Clear the next area of enemies so Zack can assist Cloud in reaching the bedroom upstairs.



SECOND FLOOR

A CHANGE OF CLOTHES

Head down the hall to the bedrooms on the west side of Shinra Manor and defeat the Dorky Faces while searching for other research documents. Enter the room on the left and approach the two large dressers. Open the dresser on the right to find **5000 gil**, then use the key (automatically) to open the one on the left to find a **SOLDIER Outfit**. Go downstairs, kill any other monsters lurking about, and use the Save Point on the right before exiting through the front door.



NEW MISSION AVAILABLE!



★ There are many new missions unlocked. You can now access Mission 1-1-2, Mission 2-2-3, Mission 3-2-5, Mission 5-2-1, and Mission 5-2-2. We recommend spending some time to complete as many of these missions as possible before moving on. Work through the various categories completing every mission rated "Hard" or easier. Depending on your luck with the DMW and Zack's current level, you should be able to rack up roughly 60% mission completion at this stage in the game. More importantly, you should try to play through and complete Mission 7-3-6 to earn the very valuable Adaman Bangle, which extends Zack's HP limit to 99999.

NIBELHEIM

NIBELHEIM OUTSKIRTS

Continue to clear the way for Cloud as they make their way back to the town center. Ignore the first turn in the trail and continue battling the enemies near the farmhouse in the distance.

SEVENTH WONDER

The boy from the village sends Zack a message about the current state of the village and the lack of a true seventh wonder. He has left a treasure for Zack somewhere in the village as a thank-you for helping to rescue his mom. Zack can keep it if he can find it.

To find the treasure, rush past the Save Point toward the farmhouse in the Nibelheim Outskirts and look on the ground near the fence for a glowing red object. This is the **Wall** materia, which represents the seventh wonder. Note that only those who have completed all previous six wonders will be able to find this item.

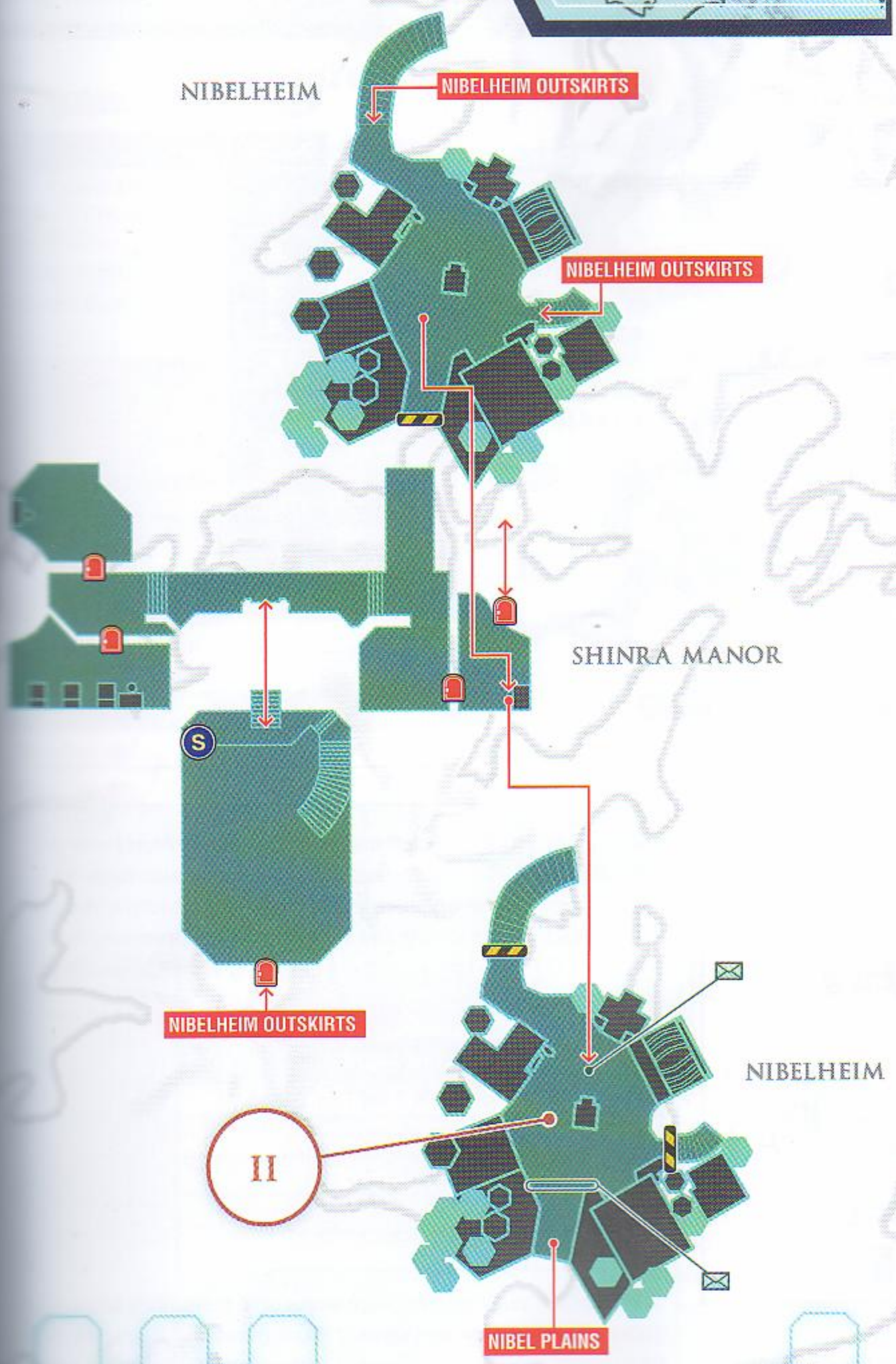


Zack: "It will take more than your average grunt to take me down!"



AREA MAPS





TOWN CENTER

BEAT BACK THE SHINRA TROOPS

Waves of Shinra troops are flooding into the amazingly restored town of Nibelheim in an attempt to recapture Cloud and eliminate Zack **[2]**. The majority of the troops are low-level Grenade Combatants (2840 HP), but mixed in with the grunts are a few Captains (4980 HP). This battle takes place in three stages and it's up to Zack to defeat each wave of Shinra personnel before Cloud is dragged to the gate leading out of town. The distance from Cloud and his captor to the exit is shown on the bottom of the screen. You must eliminate all the enemies before that number reaches zero.



Waves of Shinra Troops

Set Number	Starting Distance to Exit	Number of Enemies
1	2258cm	10
2	2047cm	12
3	2210cm	16

Taking on a dozen or more low-level Shinra troops shouldn't be too difficult at this stage of the game. The Assault Twister+ attack can destroy every enemy within range of it and is perfectly suited for this situation. Another potent tactic is to use the Quake materia—it has a high MP cost associated with it, but it can practically kill all the enemies at once.



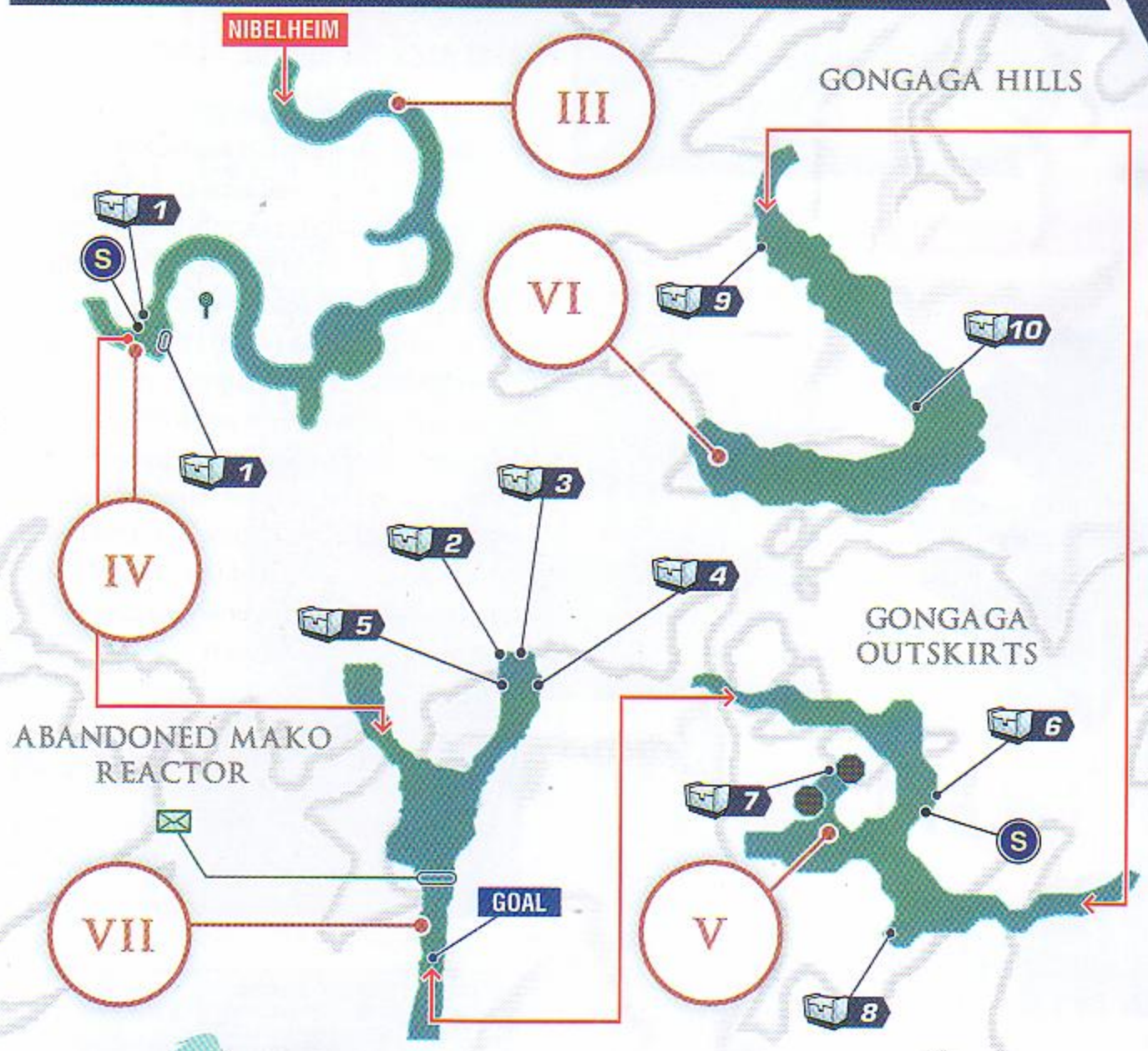
Cissnei: "She thinks after all this, you won't be able to find a wife."

Rest Up, Gentlemen!

Zack carries Cloud back to Shinra Manor until nightfall. Follow the tips noted in the previous section for finding the SOLDIER Outfit (if you haven't already) so Zack can give it to Cloud. Cloud is a far cry from SOLDIER material, but his infantry uniform is soaked in mako. Zack will continue to guide Cloud come nightfall as they make their way out of Nibelheim.

AREA MAPS





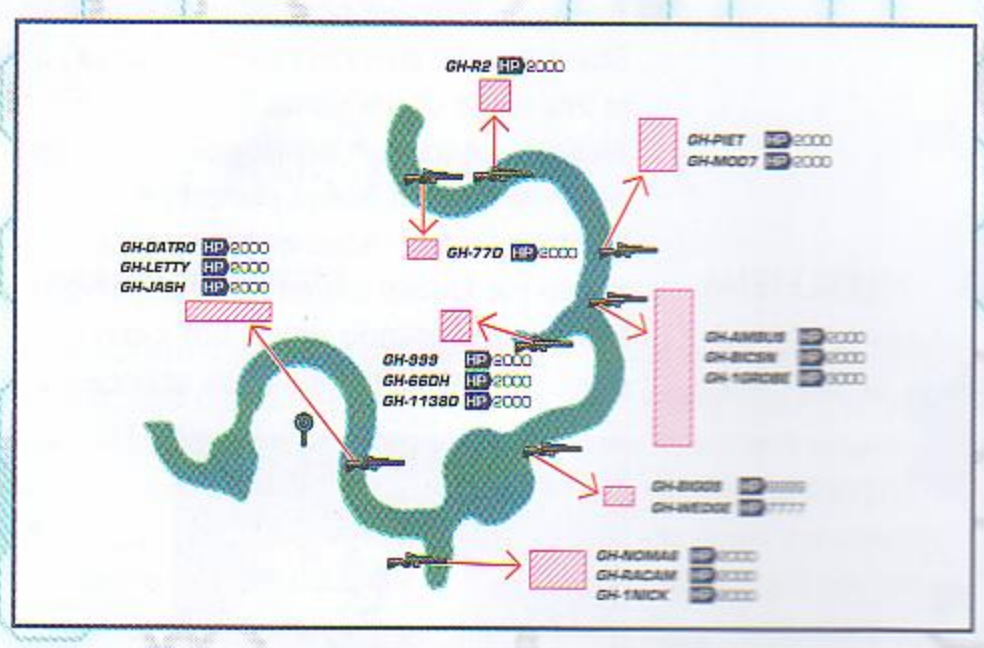
Treasure Directory

Chest No.	Item
1	Dragon Armlet, Gravity, Dash, Thundaga (*)
2	Hypno Crown
3	6000 gil
4	Osmoga
5	Zeio Nut
6	Remedy
7	Headband
8	Research Dept. QMC+
9	Remedy
10	Elixir

* Depends on number of FLED Points.

NIBEL PLAINS

ELIMINATE THE GUN BULL HEADS



The path leading away from Nibelheim is currently patrolled by dozens of Alert Heads, but that's not all! There are 18 Gun Bull Heads of various model types strategically positioned in the hills flanking the road. To make it through this section unscathed, put Zack's Assault Twister to use to kill the Alert Heads on the road, then use the eight sniper rifles on the road to eliminate the Gun Bull Heads in the distance **[3]**. There is a catch, however; Zack has limited time to kill the Gun Bull Heads before they flee the scene and take their supplies with them. Any uncollected supplies will be left on the beach near the Save Point.



Zack receives 1 "KILL Point" each time he kills an Alert Head on the road or a Gun Bull Head with the rifle, but he also receives 1 "FLED Point" for every enemy that manages to escape. You can use the KILL Points to upgrade the sniper rifle. Conversely, too many FLED Points results in there not being any supplies left to collect on the beach.

FLED Points	Uncollected Supplies
0	Dragon Armlet, Gravity, Dash, Thundaga
1~2	Gravity, Dash, Thundaga
3~5	Dash, Thundaga
6~10	Thundaga
>11	Nothing

The first Gun Bull Head foes are alone or in pairs (they have 2000 HP each). Zack can destroy these models with a direct hit to the cannon-like head on top of the machine. Shooting it in the treads or engine is also effective, but shooting at its central shield is simply a waste of time and ammunition. The sniper rifle does move a lot, so it's not completely wise to aim for the head exclusively until you've upgraded the stability. Fortunately, the early encounters are with weak Gun Bull Heads that are reluctant to flee too suddenly.







GUN BULL HEAD

Keep the Assault Twister+ attack equipped and Zack's AP levels high so he can instantly kill entire waves of Alert Heads on the road. This is a great source of KILL Points to use to enhance the rifle. You can use these KILL Points to increase the sniper rifle's power, stabilize its movement, widen the viewfinder, and give it a Smart Bomb attack. We recommend using the KILL Points to first upgrade the Attack Power Up, and then purchasing a pair of Smart Bombs for use at sniping stations #6 and #7.



Sniper Enhancements

Upgrade	KILL Points
Attack Power Up	3pts
Steady Aim	3pts
Wide Target	3pts
Smart Bomb	6pts

Battle Readiness

Don't stray beyond the treasure chests or Save Point without first taking a moment to top off Zack's HP, AP, and MP levels and make sure he has at least the Wall or Barrier materia equipped and has a high VIT and ATK rating.

Zack and Cloud make it to the beach beyond the Nibel Plains, but they're not alone. The two are given a reprieve by a sympathetic Turk and commandeer a Shinra motorcycle for the drive to Midgar. Unfortunately, they are attacked on the road **[4]**.

Zack: "I thought we could outrun the army, but the Turks are a different story."

Level 38

G Eliminator

Page 252



The G Eliminator looks pretty menacing, but it's no match for a well-equipped Zack. Cast Barrier or Wall as soon as possible. This helps protect Zack from the massive damage the G Eliminator's Stranglehold attack can cause.



Get around to the beast's backside and try to land Critical strikes for twice the damage. If this proves difficult, resort to a more magic-based attack plan: Stand back and let the Hell Thundaga fly! Each cast of a "Hell" magic materia will likely hit for 9999 damage. Similarly, Critical strikes—whether by standard sword swinging or use of a command materia—will likely hit for roughly 7000, depending on Zack's ratings. Keep up the pressure and the beast will soon fall.



BOSS STATS

HP	MP	WEAK
65300	999	-

DROP	STEAL
MP Mako Stone, ★AP Mako Stone	Mountain Chocobo Armelt, ★Iron Bangle

GONGAGA

ABANDONED MAKO REACTOR

Zack soon finds himself on the outskirts of his home town, Gongaga, and despite his better judgment, he decides to go check on his mom. First, though, he must make his way past the wreckage of the abandoned mako reactor.

TREASURES AT THE MAKO RUINS

Talk with the man at the north end of the fork in the road to learn about the four chests in the area. Each one is currently out of reach, but that's not all! Two of them also shake when Zack approaches them. Each chest contains valuable items, but two of them also contain Griffons! The Griffons will drop the contents of their chests—a **Zeio Nut** and **Osmoga** materia—but they'll also drop an extra **2000 gil** and **MAG Mako Stone** if you have already managed to collect the **Hypno Crown** and **6000 gil** from the two middle chests.

Approach the chest behind the fence and the one behind the drums to make Zack smash the debris with his sword, then collect the items inside. With that done, approach the stack of drum barrels on the right and have Zack smash the barrels so he can access the chest. Kill the Griffon inside to get the rewards, then do the same with the fourth chest.





OUTSKIRTS

HOW ARE MY FOLKS?

Continue down the path to the Save Point and round the corner to the west to approach Zack's parents' house **[5]**. Zack finds a familiar face waiting for him, but is left to his own devices after a brief conversation.

Search the area for items, particularly the **Research Dept. QMC+** shop address in the chest to the south. Exit the area via the path leading to the east to follow the mysterious figure Zack saw in the distance.

DMW Materia?

The Research Dept. QMC+ shop makes it possible to buy a number of purple materia that, when equipped, increases the chances of the DMW yielding a particular Limit Break attack. You should have plenty of gil to buy all six of them (10000 gil each), but if you must use only one consider Lucky Stars. Lucky Stars will increase Zack's emotions and make it more likely to have great DMW success!

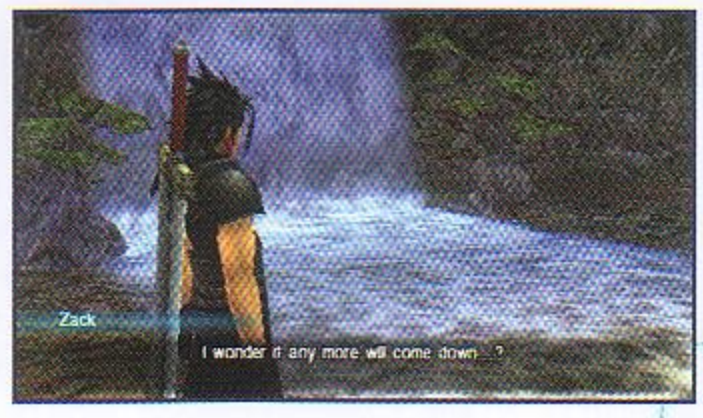
HILLS

Collect the items from the chests and proceed up the path to the cliff overlooking Gongaga. Zack will be met by a G Slayer and G Predator in search of S Cells. Cast Wall at the start of the battle to be on the safe side, then tear into the foes with whatever command materia Zack has equipped. The battle won't be a long one, especially given Zack's heightened emotions. Zack is met after the battle by Genesis and his entourage **[6]**. They don't appear to have much interest in Zack at the moment, but they are indeed searching for Cloud. Zack has to get back to the mako reactor to protect Cloud at once!



A CASCADE OF TREASURE

Sure, Cloud is in peril, but there is treasure to be had. Cloud can wait! Spend a few moments running around the Gongaga Hills area to engage in random battles with Head Hunters, Griffons, and Sky Gunners. Keep track of how many battles you enter and continue toward the exit only after winning seven battles. Once near the area's exit, Zack will notice a chest floating downstream in the waterfall. Select the "I bet there will be more" response to participate in a treasure-collecting mini-game.



Rare Drops for Everyone!

Make the most out of the random-battle hunting and equip the Mog's Amulet to ensure a rare item drop from each enemy during fights. This is a great way to stock up on mako stones and it helps with future materia fusion efforts.

Chests will flow over the waterfall right toward Zack's feet in a specific pattern that contain a mixture of chests and enemies. You can win a rare materia if you can salvage at least 10 of the chests, but you must not touch any of the enemies. Touching an enemy will stun Zack for several seconds, making it very difficult to collect enough chests for the best prize. Tap the Circle button repeatedly to recover after being stunned.

The stream is essentially divided into five columns, and the chests and enemies flow over the waterfall in well-spaced waves. They don't drift laterally from left to right, but are confined to a particular position in the river channel. Zack can dodge the enemies by stepping out of the river channel briefly—don't try to slip between the enemies because it's not worth the risk. The pattern repeats four times and looks as follows:





Wave No.	Far Left	Left	Middle	Right	Far Right
1	—	—		—	—
2	—		—		—
3		—	—	—	—
4	—	—	—	—	



Do-Overs

You can collect the Goblin Punch materia only once, but those who want or need to take a second or third stab at this can do so by leaving Gongaga Hills briefly, returning to the area, and once again winning seven enemy encounters.

You receive 300 gil for every chest you collect, but you can also receive some valuable prizes. Consult the following table to see what it takes to win the best prizes.

Waterfall Treasures

Chests Salvaged	Prizes
0	N/A
1–4	Hi-Potion
5–7	X-Potion, Hi-Potion
8–9	Elixir, X-Potion, Hi-Potion
>10	Goblin Punch, Elixir, X-Potion, Hi-Potion

Genesis: "The wind sails over the water's surface. Quietly, but surely."

ABANDONED MAKO REACTOR

Level 37

Hollander

Page 253



Hollander may be degrading at a rapid rate, but he can still put up a good fight… especially for a scientist [7]. He begins his attack by emitting a poisonous gas cloud that Zack can avoid—use this opening to slash him in the back for a Critical Hit or cast Wall without risk of being interrupted. Hollander no doubt will move on to his most common attack, which is to summon a half-dozen Land Worms. These Land Worms have just 4400 HP each and are vulnerable to ice—a single Assault Twister+ attack can lay waste to the lot of them! It's important to note that the Land Worms can cast Gravity against Zack.





Hollander has one particularly deadly attack—Dimension Missile. Hollander will pull this massive missile out of his bag and fire it. There is no dodging this attack and it will inflict roughly 40% damage, even with a VIT of nearly 175 and Wall. Make sure Zack's HP is topped off at all times and, if possible, equip the Healing Wave materia to benefit from Aerith's DMW Limit Break as much as possible.





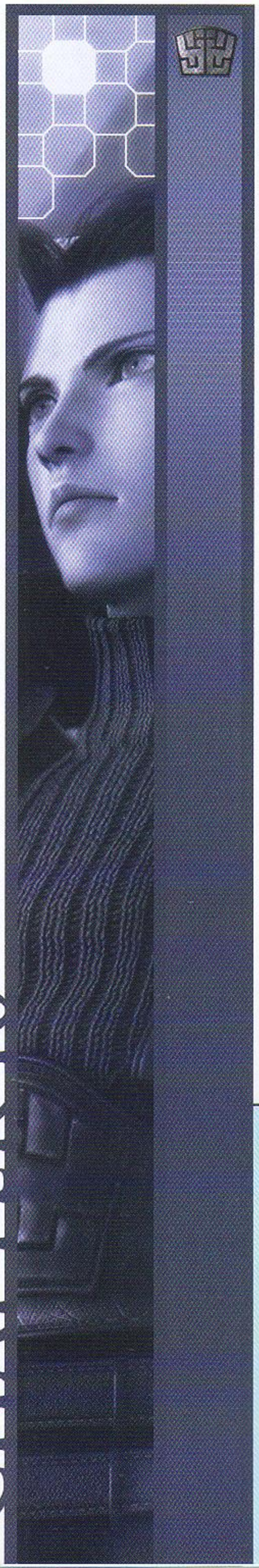




Move in behind Hollander and attack his back at will—every Critical Hit should land for 9999 HP worth of damage. Hollander will cast Barrier and MBarrier from time to time, so adjust your method of attack accordingly. Normally, however, Zack's standard sword attack will almost always get through.

BOSS STATS

HP	MP	WEAK	DROP	STEAL
98540	156	-	Status Ward	Dark Matter, ★Dark Matter x2



CHAPTER 10

HEROES

Thanks to Lazard's deductive reasoning, Zack returns to Banora and finds a massive underground lair, rich in lifestream, where the apple factory once stood. Zack leaves his severely weakened friend, Cloud, in the former Director's care while he descends into the unknown with nothing but Genesis's fondness of Banora apples indicating he's come to the right place.

It's been so many years since Angeal first spoke of honor to Zack, but he continues to recite his mentor's words almost daily. Zack has taken his role in SOLDIER with great pride and with an unwavering sense of purpose and integrity that Angeal would have found admirable. And now, with his employer all but declaring war on him, he continues to cast aside his doubt and his fears in hopes of stopping the greatest evil the world has ever known.





Lazard: "The lust for vengeance that had so consumed my life is all but gone now."

Chapter Flow



1. Descend into the Depths of Judgment below the ruins of the apple factory.



2. Collect the seven Goddess materia needed to pass beyond the Portal of Severance.



3. Eradicate the five lifestream monsters in the Lake of Oblivion. (Optional)



4. Find the Goddess Keys in the Cage of Binding and proceed to Howling Fang. (Optional)

Enemies on the Prowl

Evilgoyle — Page 241



Level 35 HP 13668
Weakness -

Drop	Magic Stone, ★Circlet
Steal	Circlet, ★Hypno Crown

Grangalan — Page 243



Level 34 HP 12050
Weakness -

Drop	Potion, ★Hi-Potion
Steal	Hi-Potion, ★X-Potion

Grangalan Jr. — Page 243



Level 32 HP 7880
Weakness -

Drop	-
Steal	-

G Ptolomea — Page 219



Level 35 HP 68460
Weakness -

Drop	Carbon Bangle
Steal	Dark Matter, ★Dark Matter x2

G Caina — Page 218



Level 36 HP 68460
Weakness -

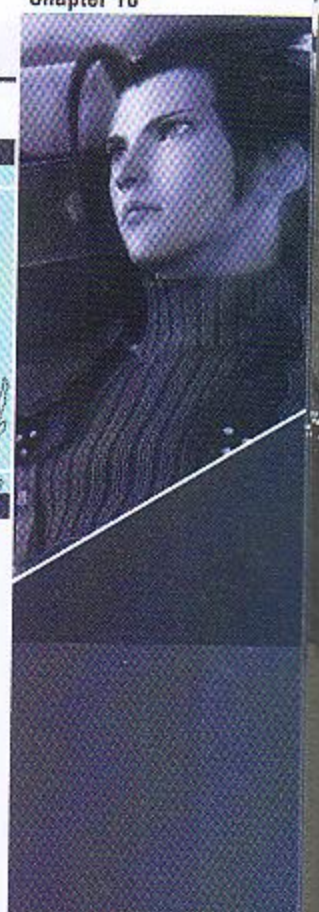
Drop	Gold Armlet
Steal	Hero Drink, ★Hero Drink x2

G Antenora — Page 218



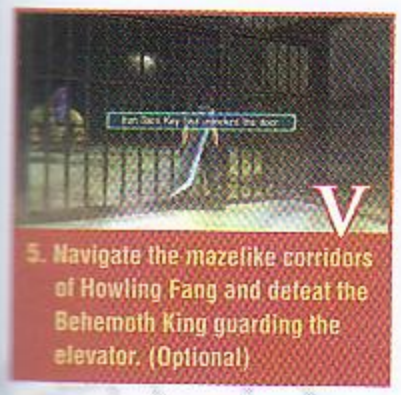
Level 36 HP 68460
Weakness -

Drop	River Chocobo Armlet
Steal	Adamantite, ★Adamantite x2



AREA MAPS

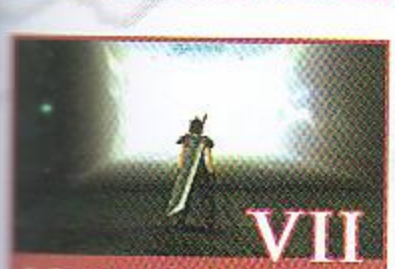




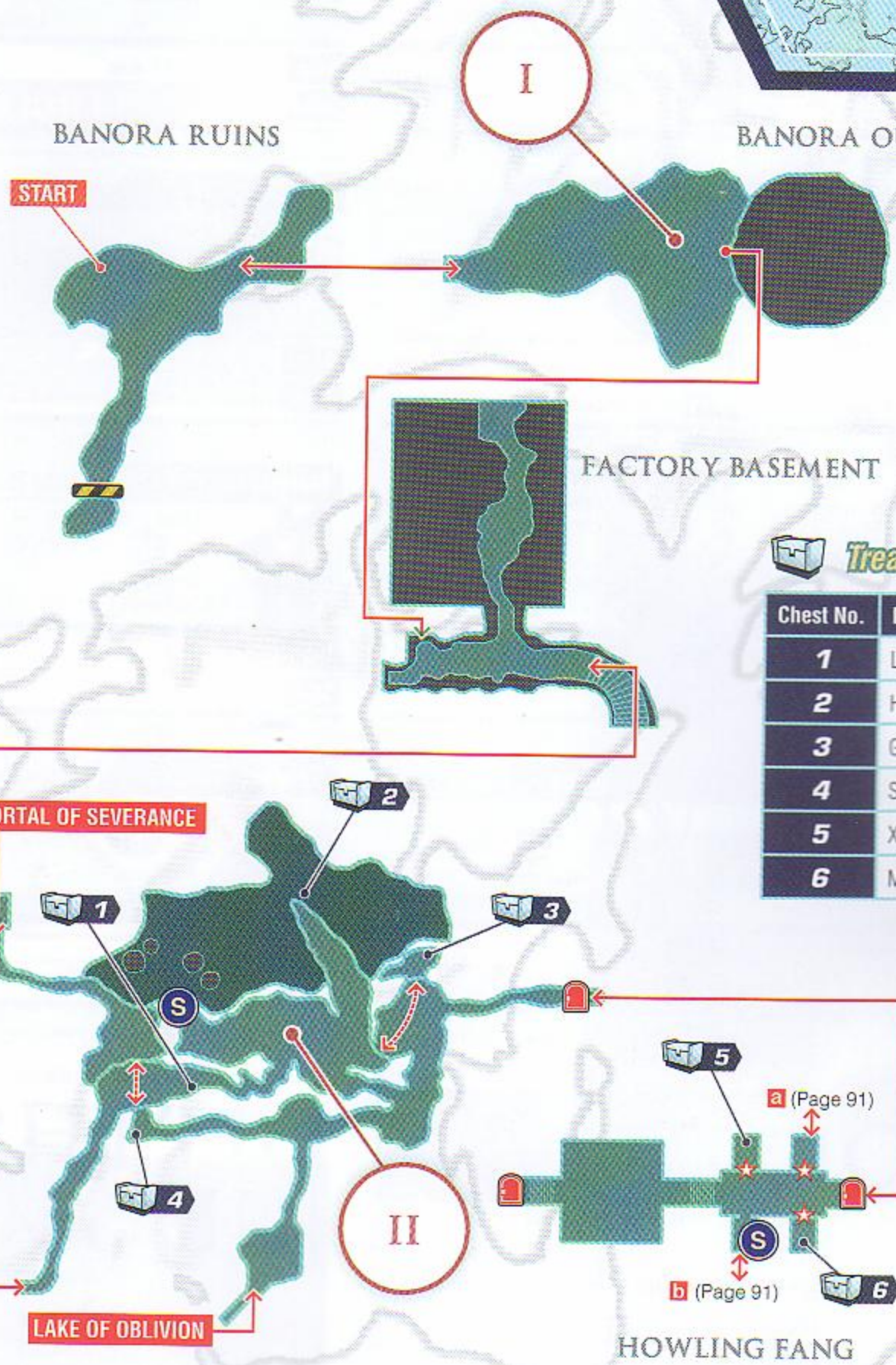
5. Navigate the mazelike corridors of Howling Fang and defeat the Behemoth King guarding the elevator. (Optional)



6. Place the Goddess materia in the pedestal and defeat the G Regicide.



7. Enter the Light of Doom and fight for your SOLDIER honor.



Treasure Directory

Chest No.	Item
1	Light materia
2	Heaven materia
3	Ground materia
4	Star materia
5	X-Potion
6	Mug

Baby Grangalan — Page 243



Level 31 HP 6350
Weakness -

Drop	-
Steal	-

Malboro — Page 243



Level 38 HP 48760
Weakness Fire

Drop	Talisman, ★Tarot Cards
Steal	SPR Up+, ★SPR Up++

G Lucifero — Page 219



Level 36 HP 68460
Weakness -

Drop	Pearl Necklace
Steal	Fat Chocobo Feather, ★Fat Chocobo Feather

G Judecca — Page 219



Level 36 HP 68460
Weakness -

Drop	Rune Armlet
Steal	Mythril, ★Mythril x2

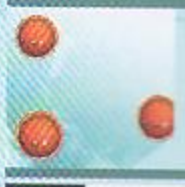
Nightmare — Page 241



Level 34 HP 10200
Weakness -

Drop	Mind Stone, ★Silence
Steal	Gris-Gris Bag, ★MP Mako Stone

Mover — Page 244



Level 41 HP 5870
Weakness -

Drop	Silver Armlet
Steal	Circlet, ★Hypno Crown

Death Machine — Page 225



Level 35 HP 18800
Weakness -

Drop	-
Steal	ATK Mako Stone, ★HP Mako Stone

Red Materia — Page 252



Level 31 HP 14352
Weakness Ice

Drop	-
Steal	-

Enemies on the Prowl

Blue Materia Page 252



Level 31 HP 14352
Weakness: Thunder

Drop -
Steal -

Yellow Materia Page 252



Level 31 HP 14352
Weakness: Fire

Drop Hi-Potion, ★X-Potion
Steal -

Green Materia Page 252



Level 31 HP 14352
Weakness: -

Drop Hi-Potion, ★X-Potion
Steal -

Evil Eye Page 233



Level 32 HP 7870
Weakness: -

Drop SPR Mako Stone, ★SPR Mako Stone x2
Steal Mind Stone, ★Cura

Grenade Page 238



Level 35 HP 6870
Weakness: -

Drop Blizzara, ★Blizzard
Steal SPR Mako Stone, ★Firaga

Grosspanzer Page 250



Level 43 HP 78600
Weakness: -

Drop HP Mako Stone x2, ★Lightning Armlet
Steal HP Mako Stone, ★Vital Slash

Panzer Jr. Page 250



Level 30 HP 2270
Weakness: -

Drop -
Steal -

Behemoth King Page 247



Level 41 HP 118780
Weakness: -

Drop Goddess Key
Steal Iron Bangle, ★X-Potion

G Regicide Page 253



Level 40 HP 95800
Weakness: -

Drop MP Mako Stone, ★AP Mako Stone
Steal River Chocobo Armlet, ★Titanium Bangle

Genesis Avatar Page 253



Level 53 HP 600000
Weakness: -

Drop -
Steal -

Materia Page 253



Level 50 HP 230000
Weakness: -

Drop -
Steal -

G Shadow Scythe Page 254



Level 36 HP 5072
Weakness: -

Drop Hi-Potion, ★Elixir
Steal Hi-Potion, ★Elixir

G Shadow Knight Page 254



Level 36 HP 5500
Weakness: -

Drop Soma, ★Elixir
Steal Soma, ★Elixir

G Shadow Mage Page 254



Level 36 HP 4463
Weakness: -

Drop Ether, ★Elixir
Steal Ether, ★Elixir

Genesis Page 254



Level 46 HP 99999
Weakness: -

Drop -
Steal -

BANORA

RUINS

Former Director Lazard agrees to watch over Cloud while Zack heads off to search for Genesis—and hopefully stop him. Proceed along the path to the massive crater where the lifestream is shining and descend into the basement of the factory. From there, continue through the tunnel to the Depths of Judgment [1].

Zack: "Why is everyone... always pushing things on me?"

DEPTHS OF JUDGMENT

IN SEARCH OF GODDESS MATERIA

Seven Goddess Materia

There is an option during this chapter (it is discussed shortly), but know that regardless of the route you select, you must collect seven Goddess materia: Light materia, Heaven materia, Ground materia, Star materia, Life materia, Being materia, and Sabbath materia. These items are needed to eventually open the door to Zack's ultimate destination. All seven of these Goddess materia are found in chests in the Depths of Judgment and Lake of Oblivion area.





The Depths of Judgment is a relatively safe area to travel through. There are four chests in this area and each one contains one of the seven precious Goddess materia **[2]**. Keep in mind that the topography of the area is rather complex and many of the paths are stepped. Others are narrow tunnels that extend to small ledges near the water. Consult the in-game map and the one in this chapter for navigational assistance.

NEW MISSION AVAILABLE!



* This is it! It's the final chapter in this saga and, as one would expect, more missions are available. Zack can now participate in Mission 2-2-4, Mission 2-2-5, Mission 3-2-6, and Mission 5-2-3.

If you want to do the missions now, by all means do so. If not, continue on with the story and see how Zack fares against a couple of the larger boss creatures lurking deeper in the caverns. If the fights aren't too difficult, you should do well against the final bosses. On the other hand, if it's a struggle to defeat the G Regicide or Behemoth King, then you should consider doing more missions to level up and earn more items. Either way, we recommend setting an extra save file aside once inside the Portal of Severance area so you can return and do the remaining missions at a later time.

The Goddess materia aren't the only items of note in this area. There are two large plaques inscribed with an excerpt from one of the chapters in LOVELESS. These plaques pertain to the choice Zack will soon have. Cut down on the need for possible back-tracking later on by reading the plaques as you find them during the search for Goddess materia.



Make a quick side-trip to the Howling Fang area to the east to read the LOVELESS plaque there and to gather the items located in the cells. Use the handwheel on the wall to open the cell adjacent to it and collect the **Mug** and **X-Potion,** then return the way you came.



A FORK IN ZACK'S ROAD

Zack's ultimate destination is beyond a massive gate in the Portal of Severance area. Zack must open this gate by placing the seven Goddess materia on a pedestal, but there are two ways to reach that pedestal. One option is to collect the remaining Goddess materia from the chests in the Lake of Oblivion and head straight to the Portal of Severance via the northwest trail leading out of the Depths of Judgment.

The second option is a much longer, far more complex route. This alternate route doesn't yield any particularly rare items, but it contains several tough enemies and much more combat. Zack will likely level up at least once or twice during the journey, as he must defeat five special Genesis copies to gain access to the Cage of Binding. Once there, you must search for the **Iron Bars Key** that opens the cage containing the Behemoth King. Defeating the Behemoth King gives Zack access to an elevator that goes to the Portal of Severance.

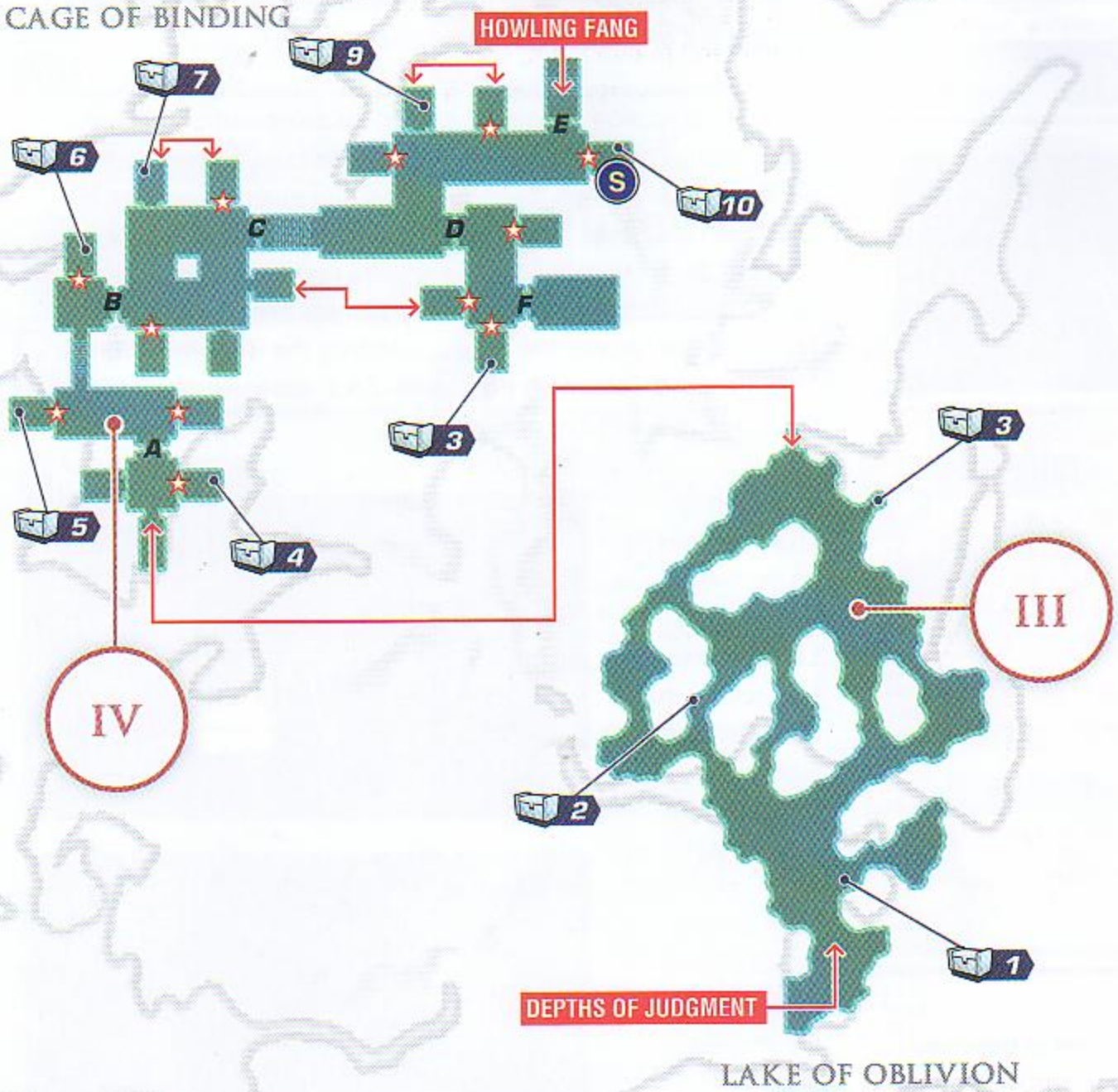
To take the short and sweet route, head south to the Lake of Oblivion and collect the three remaining Goddess materia from the chests. Next, proceed back across the Depths of Judgment to the Portal of Severance. Skip ahead in this chapter to the "Opening the Portal" section and continue reading from there. To take the scenic route, first head up the northwest trail to the Portal of Severance area and examine the fourth and final LOVELESS plaque on the cliff. Then turn tail and head to the Lake of Oblivion.





Zack: "If we pull this off, we'll all be heroes! At the very least, I'd feel like one!"

AREA MAPS



Treasure Directory

Chest No.	Item
1	Life materia
2	Being materia
3	Sabbath materia
4	River Chocobo Armlet
5	Elixir
6	Graviga
7	Dispel Blade
8	Phoenix Down
9	Laboratory Key
10	Gris-Gris Bag

Cage of Binding Key Directory

Door Letter	Key Required
A	Goddess Base Key
B	Goddess Sacral Key
C	Goddess Solar Key
D	Goddess Heart Key
E	Goddess Throat Key
F	Laboratory Key

LAKE OF OBLIVION

GODDESSES & LIFESTREAM

Collect the three remaining Goddess materia from the chests located along the periphery of this flooded cavern, then approach one of the small lifestream geysers. For every LOVELESS plaque that Zack has examined, one of these lifestream geysers will spawn a different degraded Genesis copy. There are five sources of lifestream in the Lake of Oblivion—Zack must defeat the four Genesis copies linked to the LOVELESS plaques to access the final one [3].



Each of the five monsters lurking in the lifestream has 68460 HP and predominantly utilizes a frenzied grappling style of attack. Watch for lunges and flying body-slams as well as occasional punches and kicks. These creatures are susceptible to magic and sword slashes, so land some Critical Hits. They will occasionally issue a special attack, but casting Wall at the start of the battle will ensure these hit for little damage.





Defeat all five monsters to reveal a path of light leading to the Cage of Binding at the north end of the area. Save your progress and continue.



CAGE OF BINDING

COLLECTING GODDESS KEYS

Monsters & Their Keys



The Cage of Binding and Howling Fang are both prison-like areas that contain a number of cells requiring the use of handwheels to open them. They also both possess a number of magically sealed doors that will only open with a special Goddess Key. You obtain these special Goddess Keys by defeating monsters. If you encounter a door that you cannot open, simply turn around and seek out some battles until you get the key. As long as you stay in the center of the rooms and don't purposely hug walls to avoid random battles, you should have no trouble collecting the keys.

Zack will encounter a number of different monsters in the Cage of Binding, but none are more difficult to kill than the Mover. Although this foe only has 5870 HP, it has a very high resistance to physical and magical damage. Hit this foe with Graviga twice to reduce its HP, then finish it off with an Assault Twister+ attack. Other monsters such as the Nightmare and Death Machine can be eradicated with most command materia and, in the case of the Death Machine, a double-dose of Hell Thundaga.



Typically, the first enemies Zack encounters in a given room are the ones to drop the Goddess Key **[4]**. Obtaining these keys is important, but don't forget to use the handwheels to gather the items inside the cells. Continue north to the Howling Fang area.

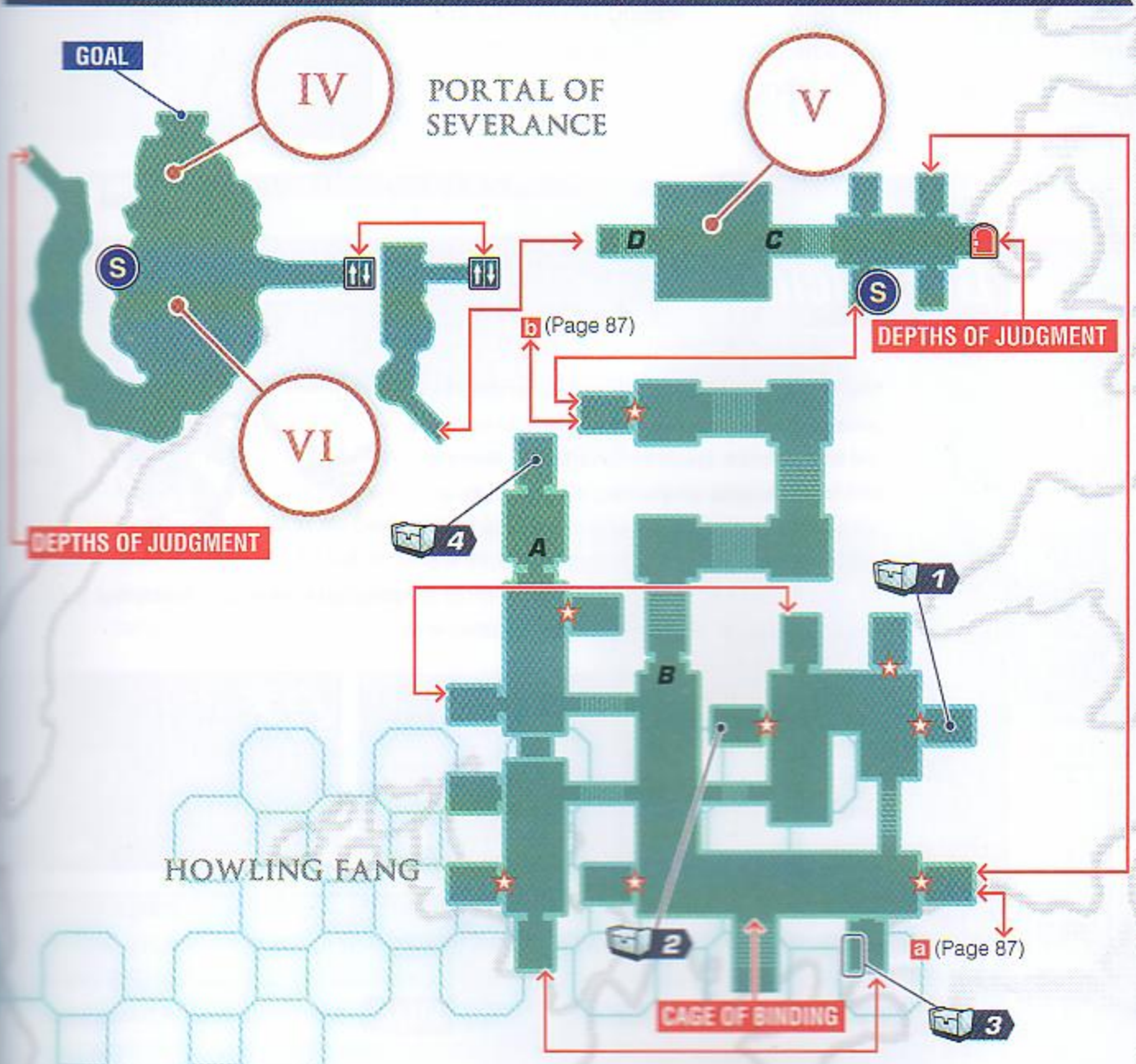
Laboratory Access



Get the **Laboratory Key** *from the chest in the northeast cell and use it to unlock the door to the lab. Inside, there are several research documents protected by numerous colored materia monsters. Equip Mog's Amulet to ensure a rare item drop and slash at them with Assault Twister+ as they circle around.*

AREA MAPS





Treasure Directory

Chest No.	Item
1	MAG Up+
2	Silver Armlet
3	ATK Up+, HP Up++
4	Iron Bars Key

Howling Fang Key Directory

Door Letter	Key Required
A	Goddess Third Eye Key
B	Goddess Crown Key
C	Iron Bars Key
D	Goddess Wing Key

HOWLING FANG

KEYS & TUNNELS

Navigating the Howling Fang area is done much the same as the Cage of Binding, only here it requires a bit more exploration and fewer Goddess Keys **[5]**. Start by heading northeast through the narrow tunnel and loop around to the west. Use the hidden tunnel in the southwestern cell to reach the chests in the southeastern cell, then continue to the northwest corner to find the **Iron Bars Key**. This is needed to unlock the gate where the Behemoth King is located.

What makes the Howling Fang area a bit trickier is the presence of the Grosspanzer tank, especially near the chest with the Iron Bars Key. The Grosspanzer has some awesome firepower, but generally fights much like the other tanks. Try to stay behind it, use Assault Twister+ to eliminate the Panzer Jr. drones it deploys with its Eject attack, then hit it with nonstop Hell Thundaga attacks.



Entering the Lion's Den

Let the sight of the Behemoth King behind those bars be a reminder to stop for a moment and put into practice some of the tips included in the "Materia Fusion" portion of this book. Try to boost Zack's HP to at least 25000 HP and push his various parameter stats above 100, if possible. Equip Wall and cast it as soon as the battle begins. Naturally, those who have already completed all of the missions should be powerful enough at this stage. These suggestions are for those who have completed a more modest number of the missions.



Level 41

Behemoth King



Page 247

The Behemoth King is a far superior version of the other Behemoths, but that isn't to say the same strategies don't apply. Cast Wall as soon as the battle begins and try to get behind the beast for a barrage of Critical Hits. The Behomoth King's cell is rather small, however, so be prepared to stand tall before the monster and attack with magic if necessary. It's also likely your view of Zack may be obscured when he's behind the Behemoth King—if this occurs, just keep attacking!





The Behemoth King will primarily use its Gyro Tail attack to hit Zack with a crushing physical blow. You can avoid this attack with a perfectly timed press of the Square button. The mighty creature will also attack with magic, occasionally casting Quake or by attacking with its powerful Comet blast. These attacks can't be dodged, but having a high SPR rating and Wall or MBarrier active will certainly keep Zack's sustained damage to a minimum.

BOSS STATS

HP	MP	WEAK
118780	321	-

DROP Goddess Key

STEAL Iron Bangle, ★X-Potion

PORTAL OF SEVERANCE

OPENING THE PORTAL

Approach the pedestal in front of the sealed portal and place the seven Goddess materia in it **[6]**. Now the only thing standing between Zack and his final showdown is the G Regicide that drops from the ceiling.



Level 40

G Regicide



Page 253

This winged version of a Genesis copy wastes little time in unleashing its powerful Tri-Thundaga attack, so make sure you have protection against elemental attacks. Attacking with fire-based spells will go a long way in this fight, as will powerful physical attacks that land for Critical Hits. Like its brethren before it, the G Regicide is capable of a powerful Stranglehold attack that lifts Zack into the air and slams him to the ground. Casting Wall at the start of the battle will help minimize the damage from this attack.





BOSS STATS

HP	MP	WEAK
95800	1830	-

DROP MP Mako Stone, ★AP Mako Stone

STEAL River Chocobo Armlet, ★Titanium Bangle



Save your progress at the Save Point and, if you so desire, complete some extra missions at this time to gain more items and further strengthen Zack before the final battles in the Light of Doom [7]. Top off his HP, MP, and AP, and equip the command and magic materia you are most comfortable with along with Wall and Dispel. Those who have already acquired one of the items that allow Zack to break the 9999 damage inflicted barrier will have little trouble with the upcoming battles.

LIGHT OF DOOM

Genesis Avatar & Materia

Genesis Level 53

Materia Level 50



Page 253

Don't let the massive HP total of the Genesis Avatar frighten you into thinking this is an unwinnable situation. The truth of the matter is that Genesis Avatar draws its strength from its massive sword and Materia, and Materia can be destroyed with persistent physical and magical attacks. The destruction of Materia will bring about the fall of Genesis Avatar.







Genesis Avatar cannot be damaged with physical attacks and, honestly, there's no point in expending MP to attack it with magic either. Instead, wait for it to plunge the giant Materia into the Lifestream floor of the arena and focus Zack's aggression on it. Genesis Avatar will summon wave after wave of various G Shadow units in hopes of distracting Zack from the Materia sword, but they are mere fodder for the mighty SOLDIER 1st Class. Immediately cast Wall and rush toward Materia to unleash the Assault Twister+ attack. This should not only destroy the encroaching G Shadow units, but will damage the Materia sword as well.





The gigantic Genesis Avatar won't just stand and watch Zack chip away at Materia's HP. It will eventually withdraw Materia from the floor and use it to lob magical attacks such as Shadow Flare or Firaga. Fortunately, these spells are slow enough to outrun and dodge. Conversely, the Purgatorial Wave attack is unavoidable and will instantly deplete a significant portion of Zack's HP—having a Phoenix Down active is highly recommended.

Purgatorial Wave aside, just stay on the run and continue to unleash Zack's powerful spinning attack to thwart the advances of the G Shadow units while continuing to bring about the destruction of Materia. Recast Wall as necessary and keep Zack's AP levels full to continue the Assault Twister+ attack on Materia. Materia has 230000 HP, but even it will shatter in due time.



BOSS STATS

	HP	MP	WEAK	DROP	STEAL
Genesis	600000	2301	-	-	-
Materia	230000	5000	-	-	-

Level 46

Genesis



Page 254

Cast Wall at the start of the fight and take off running. Genesis is a fast and agile opponent, but his attacks strike for less damage than Zack's. Nevertheless, this battle is all about positioning so it's important to flank Genesis to win. Roll and sprint out of the way of the boss's sword and occasional magic attacks and move in behind him.

Strike for Critical Hits and take advantage of any No AP Cost bonuses or other status bonuses the DMW yields and go on the offensive with command materia.

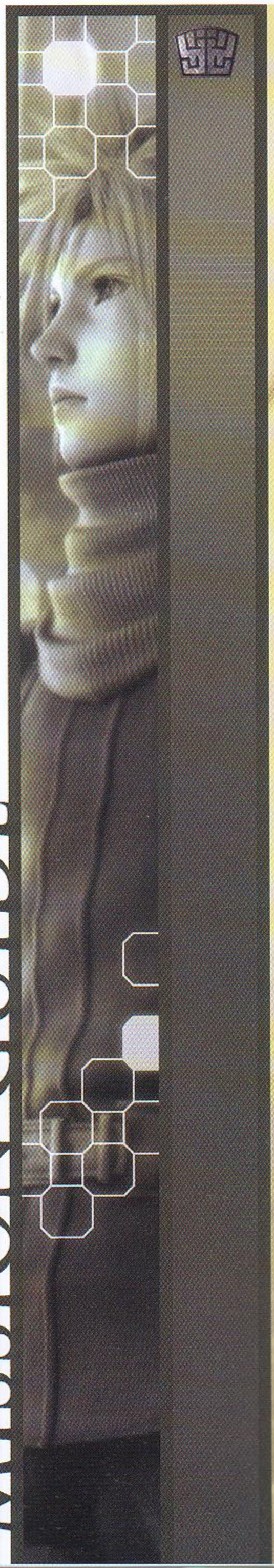




BOSS STATS

HP	MP	WEAK	DROP	STEAL
99999	9999	-	-	-

The battle against Genesis is where this story draws to an end and, not so surprisingly, Zack was more than capable of achieving victory. But even a hero of Zack's caliber cannot run forever. For it wasn't Genesis Avatar who was the immovable object in his life, but rather the Shinra army. And thanks to them, once again, the Buster Sword is passed on… and the saga continues.



MISSION GUIDE

As a member of the elite combat unit SOLDIER, Zack can participate in up to 300 different missions. These missions are a SOLDIER operative's way of gaining SP, items, gil, and also the best way to level up. Most missions can typically be completed in a few minutes, although there are some that take much longer. Zack can access missions at Save Points (press the Triangle button) and, although there won't always be new missions available, this will change as you progress through the main story. Many of the missions unlock sequentially, while others rely on completing specific tasks in free-roam or during the story elements of the game. Still, other missions only unlock after talking to specific people in the streets of Midgar and beyond.

Escaping Missions

There are two ways to exit a mission before completing it. Guide Zack to one of the red-dot boundaries in the mission area and select the appropriate response, or simply access the Main menu and select Mission from the list of options.

It's important to note that you don't need to participate in all 300 missions to complete the main story and see the ending cinematic. In fact, if you want the main story campaign to be a challenge, then you shouldn't take part in too many missions too soon or else Zack will become devastatingly powerful and render much of the game too simple. Those who want a nice balance between doing missions and completing the story mode should consider taking this plan: Do all of the missions currently rated "Hard" or less in difficulty. The difficulty rating changes as Zack levels up to show the relative difficulty of the mission at Zack's current level. By avoiding missions rated "Very Hard" until the final chapter of the game, you can avoid becoming too powerful and the main story will still offer a challenge. Complete even fewer missions if you want it harder still.

MISSION DIFFICULTY RATINGS AND SUGGESTED LEVELS

Each mission has a difficulty rating and the difficulty descriptor that appears on the Mission Screen reflects how Zack's current level compares to this difficulty rating. Missions that are at first considered "Normal" will soon be rated "Easy" and then, ultimately, "Very Easy". Rather than show these difficulty ratings, we've done the calculations for you and include a level suggestion in the tables that follow. The suggested level represents what level Zack needs to be in order to play the mission on "Normal" difficulty. This is only a suggestion and a rather conservative one at that. Experienced players will be able to complete missions rated "Hard" and "Very Hard", especially once specific items like Costly Punch and the Genji Armor have been acquired. Additionally, there are many missions at the end of each category that will never be rated "Normal" no matter how many times Zack levels up. Even at level 99, the battle against Minerva will still be rated as "Very Hard"—and for good reason.

Do Levels Matter?

Of course they do! Achieving higher levels gives Zack valuable increases in his most important parameters, but it only takes one look at the calculations in the "Game System" portion of this guidebook to see that the increases are small. To raise Zack's stats to their limits (HP = 99999, MP = 9999, AP = 9999, and VIT/ATK/MAG/SPR/LCK = 255), then you must do so by manufacturing stat-boosting materia. Achieving higher levels simply becomes a means to reduce the number of items needed in Materia Fusion to reach the limits in each parameter. Leveling up will get Zack one small step closer to max stats, but it alone will never carry him to the finish line. Achieving maximum stats is an absolute necessity for defeating Minerva—turn to the "Materia Fusion" portion of this book for detailed tips on how to make the materia needed to reach that goal!

TIPS AND TACTICS FOR MISSIONS

★ ***Take It Easy***: *Participate in missions rated "Hard" or easier until you reach the Portal of Severance in Chapter 10. Once there, create a separate save file, then complete the game. When you're ready to see the rest of what CRISIS CORE has to offer, reload that save file and use that Save Point to participate in the rest of the missions.*

★ ***Ask for Directions:*** *Consult the maps contained in this section to see exactly what items are inside every chest. This will not only alert you to hidden chests, but it will also keep you from searching for chests with items that you don't need.*

★ ***No Monster Left Behind:*** *Don't skip too many random battles. You can avoid a lot of conflicts by hugging the edges of the map and avoiding wide-open spaces. This is fine to do every now and then, but you will sorely miss the gil and SP you would otherwise earn through combat. Materia Fusion can cost a lot of SP, so don't skip too many battles.*

★ ***Death Becomes You:*** *Don't be afraid to die. Dying in a mission merely sends Zack back to the Save Point with full HP, MP, and AP and any of the items he had gained from the mission before dying. For this reason, we don't recommend using a Phoenix Down until the much harder missions where they are actually needed. If Zack continues to die in an early mission and you've consulted the "Stratagem" for that mission, then just let it be and return when Zack is better prepared. Phoenix Downs are far too difficult to come by to risk using them all on a mission with no consequence for dying.*

★ ***One and Done:*** *Unless you are farming SP from Mover EXs or in need of a particular item that can be stolen from a certain monster, there's really no need to replay a mission. The chests disappear after being opened and the reward for completing a mission can only be earned once.*

★ ***Tiptoe Around Bosses:*** *Unlike the random battles, you can actually see one of the creatures involved in the boss battle standing on the field. There's usually a chest off in the distance beyond it, so hug the edge of the map to sneak past the boss and reach the chest. Failure to stay away from the boss will trigger the beginning of the fight—a fight you can't escape!*

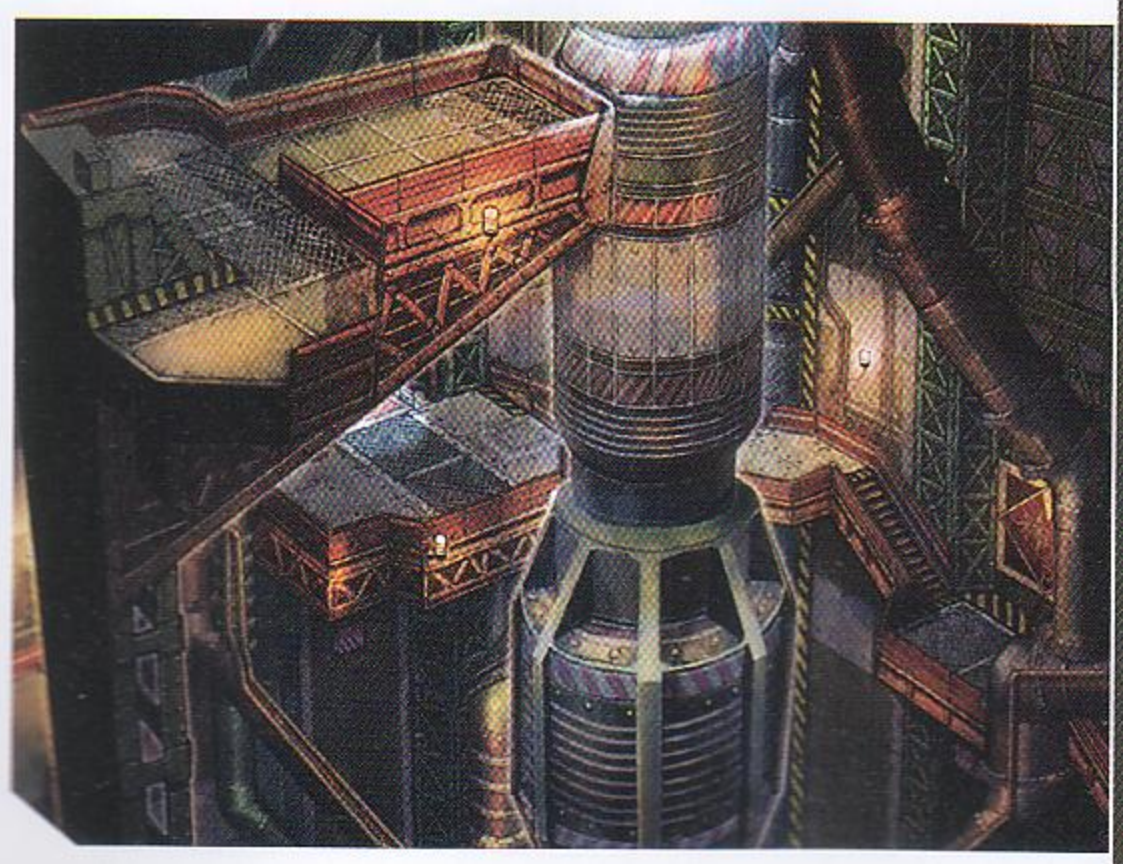
MISSION ORGANIZATION

The 300 missions are divided into 10 categories. These categories each contain between four and six sub-categories. Each sub-category contains between three and six missions. We've assigned a numbering system to these missions to better help you navigate the book. The nomenclature used throughout this book as it relates to these missions is as follows: Category—Sub-Category—Mission. So, for example "Mission 2-3-2" represents the second category on the main Mission Screen list, the third sub-category within that category, and the second mission for that sub-category.

Most of the missions don't unlock sequentially, so don't panic if you complete a mission and the one listed below it doesn't unlock. Instead, just check the "Unlocks" column in the table for a particular mission and see what did unlock, if anything. These tables also list the enemies encountered, their HP, and also the reward for completing each mission. Completing the mission requires defeating the creatures labeled as the boss enemies for that given mission. Scan the accompanying maps for the location of the mission boss, seek it out, and defeat it to win the prize!

Category Directory

No.	Category	Subcategories	Total Missions	Page Number
1	Shinra Electric Company	5	30	96
2	Monster Research Project	5	30	103
3	Genesis's Forces	5	30	109
4	To End the War with Wutai	5	30	116
5	Hojo's Laboratory	4	24	122
6	Seeking Precious Items	6	36	127
7	Seeking Priceless Items	6	36	135
8	Zack, the Materia Hunter	6	36	143
9	Great Cavern of Wonders	6	36	151
10	Mysteries of the World	4	12	160



SHINRA ELECTRIC POWER COMPANY

Mission Directory

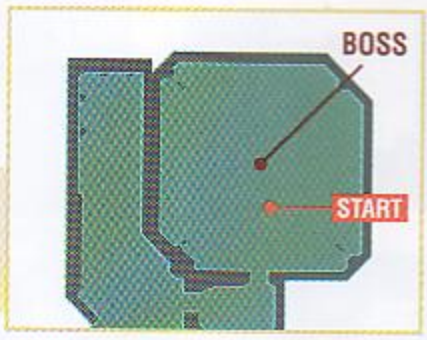
Subcategory	Code Number	Mission Name	Availability	Suggested Level	Reward
1-1: Training Missions	1-1-1	Shinra's Basic Training	1 2 3 4 5 6 7 8 9 10	6	Elixir
	1-1-2	Shinra's Advanced Training	1 2 3 4 5 6 7 8 9 10	32	Hero Drink
	1-1-3	50 Shinra Troops	1 2 3 4 5 6 7 8 9 10	34	Hero Drink x2
	1-1-4	100 Shinra Troops	1 2 3 4 5 6 7 8 9 10	36	Black Belt
	1-1-5	200 Shinra Troops	1 2 3 4 5 6 7 8 9 10	38	HP Up++
	1-1-6	1000 Shinra Troops	1 2 3 4 5 6 7 8 9 10	44	Mug
1-2: Peacekeeping Troops	1-2-1	Challenge from Security	1 2 3 4 5 6 7 8 9 10	8	Shinra Alpha
	1-2-2	Second Challenge	1 2 3 4 5 6 7 8 9 10	9	Silence
	1-2-3	Third Challenge	1 2 3 4 5 6 7 8 9 10	10	Four Slots
	1-2-4	Getting Serious	1 2 3 4 5 6 7 8 9 10	13	Force Bracelet
	1-2-5	Armed Challenge	1 2 3 4 5 6 7 8 9 10	16	Ice Armlet
	1-2-6	Last Challenge	1 2 3 4 5 6 7 8 9 10	19	Fat Chocobo Feather
1-3: Weapons Development	1-3-1	Next-Generation Weapons	1 2 3 4 5 6 7 8 9 10	19	Assault Twister
	1-3-2	New Mechanical Weapons	1 2 3 4 5 6 7 8 9 10	24	Cura
	1-3-3	To Quash Genesis's Forces	1 2 3 4 5 6 7 8 9 10	27	Thundaga
	1-3-4	Experiments Gone Wrong	1 2 3 4 5 6 7 8 9 10	33	River Chocobo Armlet
	1-3-5	Robots in the City	1 2 3 4 5 6 7 8 9 10	36	Graviga
	1-3-6	A Director's Request	1 2 3 4 5 6 7 8 9 10	38	Crystal Bracelet
1-4: Plan for New Equipment	1-4-1	Urban Combat Operations	1 2 3 4 5 6 7 8 9 10	44	Fat Chocobo Feather x2
	1-4-2	Cyber-Sabotage	1 2 3 4 5 6 7 8 9 10	50	Drainga
	1-4-3	Stolen Shinra Weapons	1 2 3 4 5 6 7 8 9 10	56	MAG Up++
	1-4-4	Destroy the Mobile Artillery	1 2 3 4 5 6 7 8 9 10	61	High Jump
	1-4-5	Testing New Weapons	1 2 3 4 5 6 7 8 9 10	67	Stop Twister
	1-4-6	Weapons Comparison Test	1 2 3 4 5 6 7 8 9 10	81	Fat Chocobo Feather x2
1-5: Special Operations Arms Laboratory	1-5-1	Special Ops Weapons	1 2 3 4 5 6 7 8 9 10	88	Lunar Harp x4
	1-5-2	Special Ops Weapons Return	1 2 3 4 5 6 7 8 9 10	94	Hero Drink x2
	1-5-3	Tarantula Test	1 2 3 4 5 6 7 8 9 10	99	Energy
	1-5-4	Shinra Machines Unit	1 2 3 4 5 6 7 8 9 10	99	Crystal Gloves
	1-5-5	Better Death Machines	1 2 3 4 5 6 7 8 9 10	99	Shinra Beta+
	1-5-6	Final Versions of the Spider	1 2 3 4 5 6 7 8 9 10	99	Adamantite x5



1-1-1 SHINRA'S BASIC TRAINING

Availability: Available during Chapter 1, immediately after registering with Mission Board.

This is a simulated battle against infantrymen. The difficulty level is set low, so it should pose no problem for a SOLDIER operative. Relax and enjoy the training.



Mission Success
- ★ **Reward:** Elixir
- ★ **Unlocks:** Complete this mission to advance the story in Chapter 1.

ENEMIES

Enemy Name	HP	Page No.
Sentry	210	208

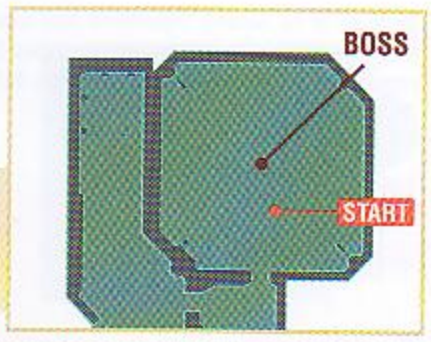
STRATAGEM

This mission pits Zack against eight Sentries in a small room. Sentries are very weak and inflict minimal damage. Slash away at the Sentries with rapid attacks and practice evasive moves and ducking behind the enemy for back-stabbing Critical Attacks.

1-1-2 SHINRA'S ADVANCED TRAINING

Availability: Unlocks at the start of Chapter 9, after Zack escapes the Basement Facility in Shinra Manor.

This is a simulated battle against Shinra's new Gun Bull Heads. You may have fought them before, but that doesn't necessarily mean the fight will be easy. Overconfidence may lead to death...



Mission Success
- ★ **Reward:** Hero Drink
- ★ **Unlocks:** Mission 1-1-3

ENEMIES

Enemy Name	HP	Page No.
Grenade Combatant	2840	208
Captain	4980	209

Enemy Name	HP	Page No.
Gun Bull Head	4740	222
Alert Head	4970	222

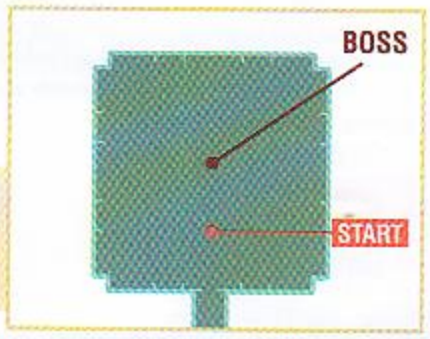
STRATAGEM

Zack will be more than capable of handling the enemies in this battle by the time this mission is unlocked. No special techniques or equipment will be necessary, but if you want to win the battle as fast as possible, use the Assault Twister+ attack.

1-1-3 50 SHINRA TROOPS

Availability: This mission unlocks after successful completion of Mission 1-1-2.

You will be sparring with our infantrymen. Although each individual poses little challenge, the fact that they will appear in a constant stream should even the odds. Let us see how you fare.



Mission Success
- ★ **Reward:** Hero Drink x2
- ★ **Unlocks:** Mission 1-1-4

ENEMIES

Enemy Name	HP	Page No.
Chief Petty Officer	3759	208
Sergeant	8190	209

STRATAGEM

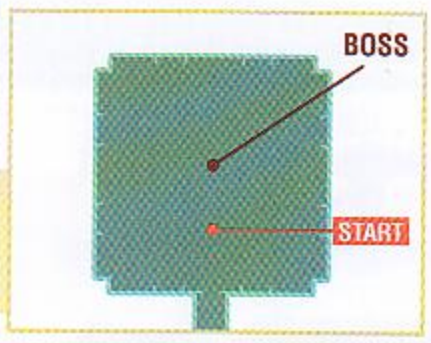
Rush to the center of the crowd of Chief Petty Officers and unleash Zack's far-reaching Assault Twister+ attack to instantly fell the entire wave of enemies. Each wave of infantry fodder is separated by a lone Sergeant that is a bit more resilient, so use a single Hell Thundaga attack against him.



1-1-4 100 SHINRA TROOPS

Availability: This mission unlocks after successful completion of Mission 1-1-3.

It's another practice session, but with powered-up infantrymen...and more of them! This should be pretty tough even for a SOLDIER operative. Give it all you've got.



Mission Success
- ★ **Reward:** Black Belt
- ★ **Unlocks:** Mission 1-1-5

ENEMIES

Enemy Name	HP	Page No.
Special Ops Officer	5460	208
Sergeant Major	11376	209

STRATAGEM

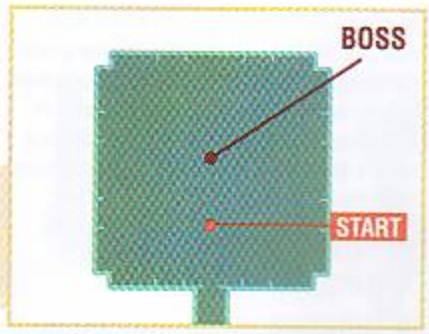
The enemies here are a bit more powerful than those in the previous missions, especially given their MP Destruction Blast attack. Continue to use the Assault Twister+ attack to eliminate entire waves of Special Ops Officers at once and use Hell Thundaga to defeat the Sergeant Majors.



1-1-5 200 SHINRA TROOPS

Availability: This mission unlocks after successful completion of Mission 1-1-4.

The troops are even tougher this time. Can you survive while defeating a seemingly never-ending stream of troops? We look forward to watching you in action.



Mission Success
- ★ **Reward:** HP Up++
- ★ **Unlocks:** Mission 1-1-6

ENEMIES

Enemy Name	HP	Page No.
Combatant	5928	208
Warrant Officer	14971	209

STRATAGEM

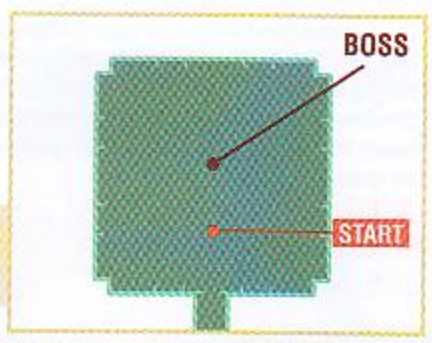
This mission plays out just like the previous one, only the enemies are a little tougher and there are many more of them! Continue to use Assault Twister+ and Hell Thundaga to take out the waves of Combatants and individual Warrant Officers. Use this lengthy battle to level up HP Up materia so you can work on gradually fusing an HP Up that offers a 999% HP increase.



1-1-6 1000 SHINRA TROOPS

Availability: This mission unlocks after successful completion of Mission 1-1-5.

Zack, we now understand just how strong you are, so here is our last training session with the most powerful infantrymen we have. They will seem truly endless, coming at you again and again and again... Are you ready for the ultimate sparring challenge?



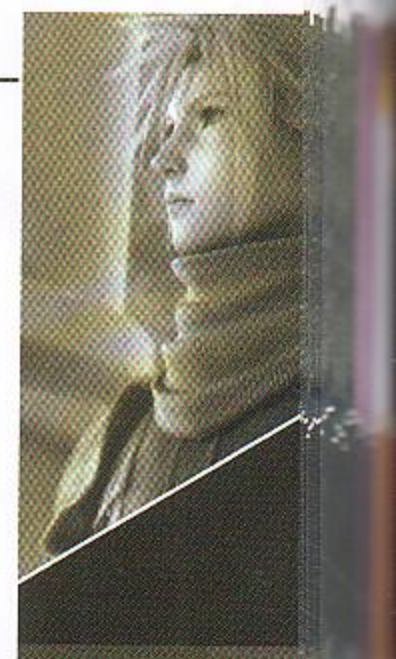
Mission Success
- ★ **Reward:** Mug
- ★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Guard	7180	208
Ensign	22106	209

STRATAGEM

Make sure to bring dozens of Somas and Ethers into this battle. Also, equip Status Ward along with Heli Thundaga to ensure that Zack doesn't fall victim to any status effects. The Guards will throw numerous grenades, but watch out for the Dynamite, as it will drop Zack to 1 HP. Having Doc's Code equipped will rescue Zack if this occurs, but make sure to have a Phoenix Down active. Pay attention to the DMW bonuses and use the No AP Cost and No MP Cost bonuses. Similarly, conserve AP and MP when Zack has the Invincible bonus and rush into battle with a standard attack. Although it can take well over an hour to slay all these troops, this provides an excellent opportunity to gather SP, gil, Potions, and DMW images.



1-2-1 CHALLENGE FROM SECURITY

Availability: Talk with the Shinra Security Captain on LOVELESS Avenue during Chapter 2.

Members of the Security Department have requested a joint training session with SOLDIER. Some of them seem to regard SOLDIER with a passionate sense of rivalry. It's only a training session, but don't take it lightly.



Mission Success
- ★ **Reward:** Shinra Alpha
- ★ **Unlocks:** Mission 1-2-2

ENEMIES

Enemy Name	HP	Page No.
Storm Trooper	538	208
Corporal	782	209

STRATAGEM

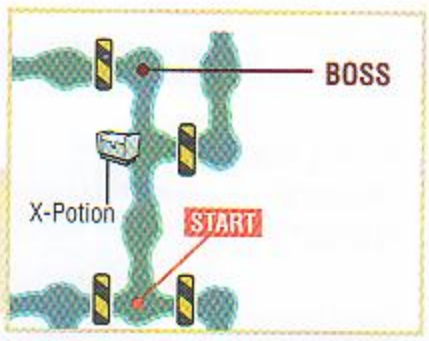
These Storm Troopers are capable of a Grenade attack that can cause significant damage to Zack if he doesn't dodge the blast. Watch for the small black grenades to appear on the floor, then quickly run away from them.



1-2-2 SECOND CHALLENGE

Availability: This mission unlocks after successful completion of Mission 1-2-1.

Members of the Security Department have requested another joint training session with SOLDIER. They have robots to support them this time. Proceed with caution.



Mission Success
- ★ **Reward:** Silence
- ★ **Unlocks:** Mission 1-2-3

ENEMIES

Enemy Name	HP	Page No.
Storm Trooper	538	208
Corporal	782	209

Enemy Name	HP	Page No.
Red Saucer I	570	219

STRATAGEM

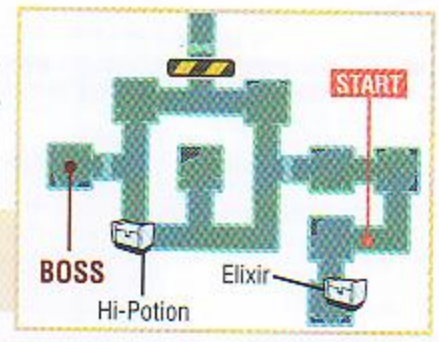
Equip the Shinra Alpha earned from the previous mission to increase Zack's Vitality rating. This will help lessen the damage received from attacks by the Red Saucers while Zack finishes off the Corporal at the end of the mission.



1-2-3 THIRD CHALLENGE

Availability: This mission unlocks after successful completion of Mission 1-2-2.

Members of the Security Department have requested yet another joint training session with SOLDIER. A statement from them reads: "We were holding back in the previous sessions." They are desperate and may do anything to save face. Be careful.



Mission Success
- ★ **Reward:** Four Slots
- ★ **Unlocks:** Mission 1-2-4

ENEMIES

Enemy Name	HP	Page No.
Storm Trooper	538	208
Corporal	782	209

Enemy Name	HP	Page No.
Red Saucer I	570	219

STRATAGEM

Rush to the middle of the fray so that Zack's sword slashes cause damage to multiple enemies at once. Watch out for incoming grenades; hitting an enemy in the middle of a grenade toss will make him drop it at Zack's feet, so be careful!



1-2-4 GETTING SERIOUS

Availability: This mission unlocks after successful completion of Mission 1-2-3.

The persistent members of the Security Department have sent SOLDIER another challenge to a joint training session. Making excuses, they claim the difference in budget between the departments to be the reason for their losses. Go show them exactly why we are combat experts.



Mission Success
- ★ **Reward:** Force Bracelet
- ★ **Unlocks:** Mission 1-2-5

ENEMIES

Enemy Name	HP	Page No.
Storm Trooper	538	208
Corporal	782	209

Enemy Name	HP	Page No.
Red Saucer I	570	219

STRATAGEM

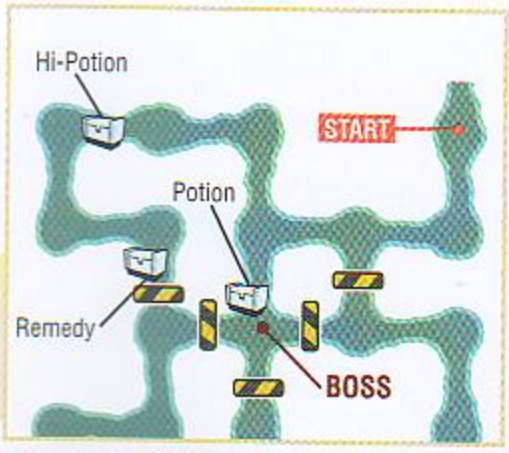
Don't give the four Corporals who appear at the end of this mission time to open fire or lob grenades! Rush straight toward them and attack. With any luck, you'll get behind one or two of them and land a Critical attack.



1-2-5 ARMED CHALLENGE

Availability: This mission unlocks after successful completion of Mission 1-2-4.

Members of the Security Department have sent SOLDIER yet another challenge to a joint training session. It seems they have succeeded in securing funds and have new weapons at their disposal. We in SOLDIER never blame a loss on the budget. Win the session and teach them the meaning of dignity.



Mission Success
- ★ **Reward:** Ice Armlet
- ★ **Unlocks:** Mission 1-2-6

ENEMIES

Enemy Name	HP	Page No.
Corporal	782	209
Red Saucer I	570	219

Enemy Name	HP	Page No.
Sweeper+	3380	224

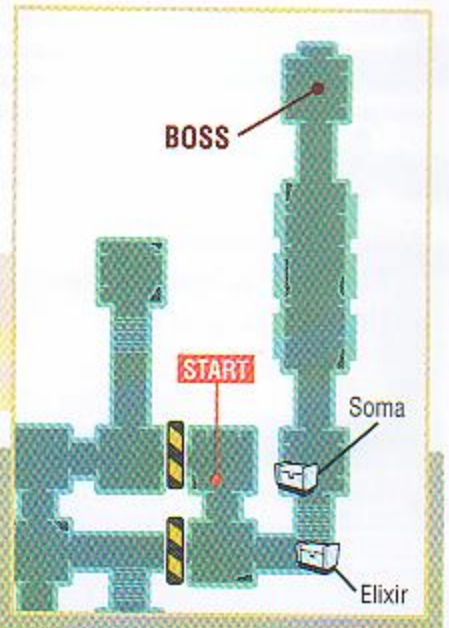
STRATAGEM

It's a long journey to the chests on the western side of the map and the numerous random encounters could prove troublesome. If you play this mission while it is rated "Very Hard," consider hugging the edge of the map to reduce the number of random encounters so you can make it to the two Sweeper+ machines without much fuss. Once there, focus on one Sweeper+ at a time and move away when a Silent Gas attack notification appears.

1-2-6 LAST CHALLENGE

Availability: This mission unlocks after successful completion of Mission 1-2-5.

Members of the Security Department, on a losing streak, have yet again challenged SOLDIER to a joint training session. They have used up their entire budget on this one. We know we've had too many of these, but this one is sure to be the last. Savor it for what it is.



Mission Success
- ★ **Reward:** Fat Chocobo Feather
- ★ **Unlocks:** Return to LOVELESS Avenue and talk to the Captain to receive Craftsman Monthly.

ENEMIES

Enemy Name	HP	Page No.
Corporal	782	209
Flying Machine	4243	221
Sweeper+	3380	224
Arachno	28400	248

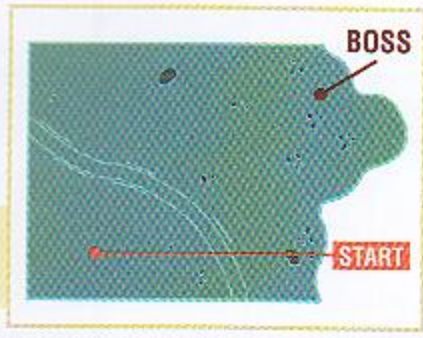
STRATAGEM

Arachno has over 25,000 HP! Fortunately, it attacks just like the smaller Guard Spider foe. Guard against its Super EM Field attack and position Zack behind it so that every sword swing inflicts Critical damage.

1-3-1 NEXT-GENERATION WEAPONS

Availability: This mission unlocks after Zack returns from the Sector 5 Slums at the start of Chapter 5.

After vanishing from Wutai, Genesis has formed his own army and commenced an attack on Shinra troops. Shinra is developing new weapons to counter the emerging threat. We want you to participate in testing these weapons.



Mission Success
- ★ **Reward:** Assault Twister
- ★ **Unlocks:** Mission 1-3-2

ENEMIES

Enemy Name	HP	Page No.
Sweeper+	3380	224
Guard Fang	2060	228

STRATAGEM

The Sweeper+ and Guard Fang foes are hardly a match for Zack at this point in the game, but it's still important to slash them to pieces as quickly as possible. Put the Steal materia to use and try to swipe the various mako stones from both enemies.

1-3-2 NEW MECHANICAL WEAPONS

Availability: This mission unlocks after successful completion of Mission 1-3-1.

The Shinra weapons that vanished with Genesis reappeared in his forces' hands. To counter them, we have started developing new and improved weapons. We ask for your support in testing this enhanced gear.



Mission Success
- ★ **Reward:** Cura
- ★ **Unlocks:** Mission 1-3-3

ENEMIES

Enemy Name	HP	Page No.
Red Saucer II	3333	220
Needle Machine	7430	224

Enemy Name	HP	Page No.
Guard Fang	2060	228

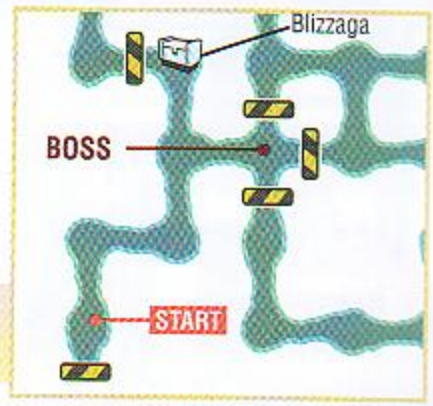
STRATAGEM

The combination of Guard Fangs and Red Saucer II enemies pose a moderate threat, so make sure Zack's HP is up before running into battle. The Needle Machine has some powerful attacks, so use a somersault to dodge them.

1-3-3 TO QUASH GENESIS'S FORCES

Availability: This mission unlocks after successful completion of Mission 1-3-2.

The New Weapons Group, dedicated to developing more powerful weapons, has obtained extensive operations data on the weapons used by Genesis's forces. They have succeeded in developing new weapons that should overwhelm their current arsenal. We want you to participate in testing these weapons.



Mission Success
- ★ **Reward:** Thundaga
- ★ **Unlocks:** Mission 1-3-4

ENEMIES

Enemy Name	HP	Page No.
Red Saucer II	3333	220
Flying Machine	4243	221

Enemy Name	HP	Page No.
Chain Machine	11800	225
Launcher Machine	12500	225

STRATAGEM

Equip Zack's best HP Up+ and VIT Up+ materia to withstand the stronger attacks these machines can deliver. This is an important approach, as you don't want to interrupt your attacks to cast Cura or consume Potions. Most of the enemies in this mission fight alone, but eliminate the Red Saucer II foes first before they can cast Barrier on their bigger cohorts.

1-3-4 EXPERIMENTS GONE WRONG

Availability: This mission unlocks after successful completion of Mission 1-3-3.

Hastily developed weapons designed to fight Genesis have gone berserk. The testing site is closed off, so there is no concern of damage spreading outside, but we must bring the situation under control. Destroy all machines inside the testing area.



Mission Success
- ★ **Reward:** River Chocobo Armlet
- ★ **Unlocks:** Mission 1-3-5

ENEMIES

Enemy Name	HP	Page No.
Needle Machine	7430	224
Chain Machine	11800	225
Launcher Machine	12500	225
Guard Fang	2060	228

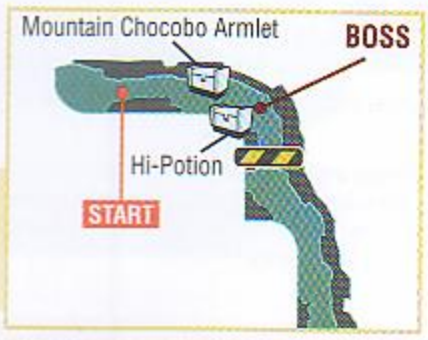
STRATAGEM

Use Steal against the Guard Fangs to collect mako stones, then shift to a more offensive-minded attack plan for the mechanical enemies. The Needle Machine that appears on the bridge has little room to put its speed to use, so slip behind it and combo a few Critical attacks for a quick kill.

1-3-5 ROBOTS IN THE CITY

Availability: This mission unlocks after successful completion of Mission 1-3-4.

New weapons have been developed to counter the elusive Genesis copies in the city. Your cooperation is needed in the testing area for us to obtain combat data for defending Midgar.



Mission Success
- ★ **Reward:** Graviga
- ★ **Unlocks:** Mission 1-3-6

ENEMIES

Enemy Name	HP	Page No.
Red Saucer II	3333	220
Bee Saucer II	3928	220

Enemy Name	HP	Page No.
Drill Machine	13650	222

STRATAGEM

Don't take the Drill Machine foes lightly. Although Zack can interrupt many of their attacks, use caution when the Drill Machine raises its arms and begins to spin. When this occurs, immediately press and hold the Triangle button to guard against this deadly attack.



1-3-6 A DIRECTOR'S REQUEST

Availability: This mission unlocks after successful completion of Mission 1-3-5.

We have been asked by Director Scarlet at the Arms Development Department to test new weapons. This is a very new version of an unmanned weapon currently in use, and we must collect as much combat data as possible. Destroy all machines within the battle area.



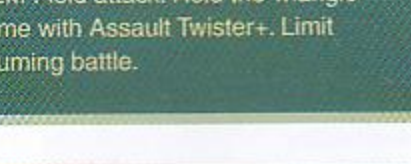
Mission Success
★ **Reward:** Crystal Bracelet
★ **Unlocks:** Mission 1-4-1

ENEMIES

Enemy Name	HP	Page No.
Proto Power Head	6480	223

Enemy Name	HP	Page No.
Escort Head	8313	223

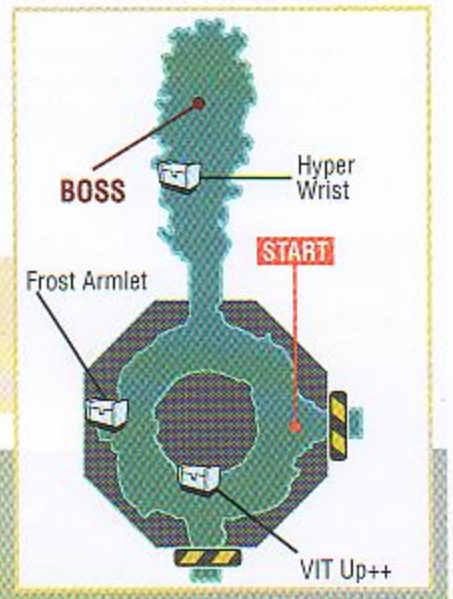
STRATAGEM
These unmanned machines can inflict a number of status effects and deplete Zack of his MP. Because these foes can drain MP, it's important to cast Graviga immediately before Zack loses any MP. The Proto Power Head and Escort Heads are much easier to defeat after they get hit with Graviga, plus they're vulnerable to Critical attacks.



1-4-1 URBAN COMBAT OPERATIONS

Availability: This mission unlocks after successful completion of Mission 1-3-6.

We have newly formed an urban combat force. Final adjustments must be made based on combat testing before they are sent out on real missions. We ask for your participation in the city-themed training event.



Mission Success
Reward: Fat Chocobo Feather x2
Unlocks: Mission 1-4-2

ENEMIES

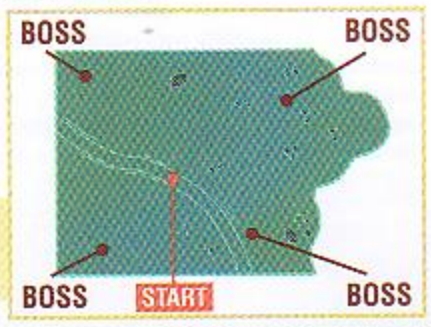
Enemy Name	HP	Page No.
Crazy Dagger	17432	222
Escort Head	8313	223
Hunting Hound	6689	228

STRATAGEM
The Escort Heads will bombard Zack with status effects, so it's very important to enter this mission with equipped accessories that can prevent Stun and Silence. Silence will prevent Zack from casting magic spells, but it's still possible to use special attacks. You can get around the need to ward off Silence by equipping skills such as Assault Twister+ or Death Blade.

1-4-2 CYBER-SABOTAGE

Availability: This mission unlocks after successful completion of Mission 1-4-1.

One of Genesis's secret agents has introduced a virus to a fleet of our prototype weapons. The weapons are now out of control and attacking our own people. Track down the four large weapons and destroy them!



Mission Success
★ **Reward:** Drainga
★ **Unlocks:** Mission 1-4-3

ENEMIES

Enemy Name	HP	Page No.
Crazy Dagger	17432	222

Enemy Name	HP	Page No.
Red Scorpion	96080	248

STRATAGEM
This mission consists of four major battles with Red Scorpions and several random skirmishes with pairs of Crazy Daggers. Although both foes have high HP levels, the fight is winnable as long as Zack is properly equipped. Equip accessories and materia that boost Zack's AP, VIT, and ATK rating. Hell Thundaga is very useful against the Crazy Daggers. When fighting the Red Scorpions, though, cast Regen at the start and run around to the Red Scorpion's tail. Attack it repeatedly with Assault Twister+ while watching for its Super EM Field attack. Hold the Triangle button to protect against this attack, then resume with Assault Twister+. Limit Breaks will speed up this otherwise time-consuming battle.

1-4-3 STOLEN SHINRA WEAPONS

Availability: This mission unlocks after successful completion of Mission 1-4-2.

While Shinra troops were gearing up for battle with Genesis, AVALANCHE, the anti-Shinra group, caught them off-guard and stole their weapons for use in their own offensive. Go to AVALANCHE's base to fight them and reclaim our weapons.



Mission Success
★ **Reward:** MAG Up++
★ **Unlocks:** Mission 1-4-4

ENEMIES

Enemy Name	HP	Page No.
Bee Saucer III	1830	220
Crazy Dagger	17432	222

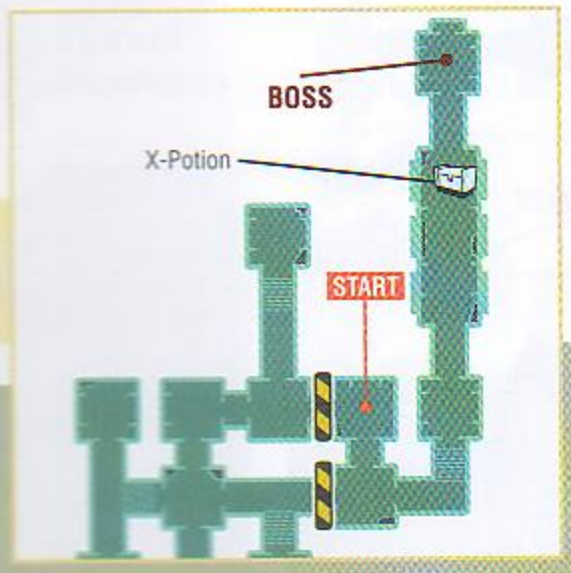
Enemy Name	HP	Page No.
Hunting Hound	6689	228

STRATAGEM
Don't take the Crazy Dagger foes lightly! These spinning mechanical enemies can cut Zack to shreds, plus they attack with such speed that it's difficult to get an attack off. Maintain a safe distance between Zack and the Crazy Daggers, and rely on powerful attacks such as Hell Thundaga and Hell Firaga. Evade their attacks and counter with a powerful command materia such as Vital Slash or Aerial Drain.

1-4-4 DESTROY THE MOBILE ARTILLERY

Availability: This mission unlocks after successful completion of Mission 1-4-3.

Mobile artillery produced to counter Genesis's weapons has gone berserk due to careless QA testing. They have broken through the factory walls and are now heading toward the residential district. Destroy them before they reach the citizenry.



Mission Success
★ **Reward:** High Jump
★ **Unlocks:** Mission 1-4-5

ENEMIES

Enemy Name	HP	Page No.
Bee Saucer III	1830	220
Sky Armor	16844	221
Martial Tank	108770	250

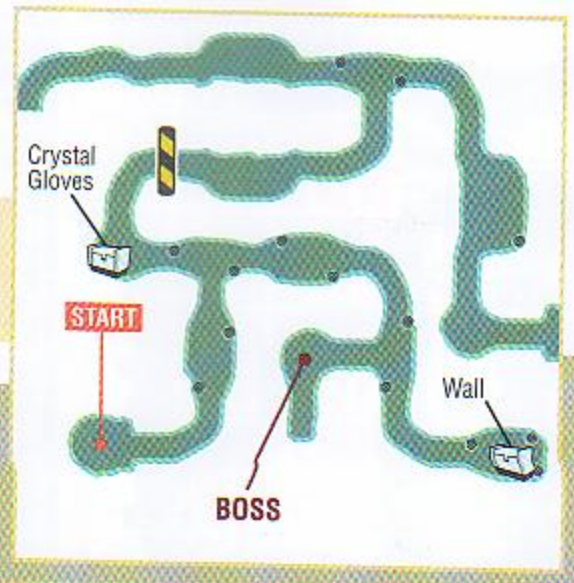
STRATAGEM
The journey through the gauntlet of Sky Armors is arguably the toughest part of the mission, but these foes are vulnerable to Hell Thundaga. The Martial Tank at the end of the area is an enhanced version of the General's Tank. To destroy it, use hit-and-run attacks and try to avoid the back end of the tank. Limit Breaks will certainly help Zack fight the good fight, but a Hell Thundaga can inflict up to 9999 HP worth of damage with the proper upgrades.



1-4-5 TESTING NEW WEAPONS

Availability: This mission unlocks after successful completion of Mission 1-4-4.

We're going to conduct a test on new weapons designed to combat Genesis troops and Wutai remnants hiding in the caves. Enter the test dungeon and fight against every weapon you encounter.



Mission Success
★ **Reward:** Stop Twister
★ **Unlocks:** Mission 1-4-6

ENEMIES

Enemy Name	HP	Page No.
Sky Armor	16844	221
Sweeper++	24580	224
Belzecue	9180	228

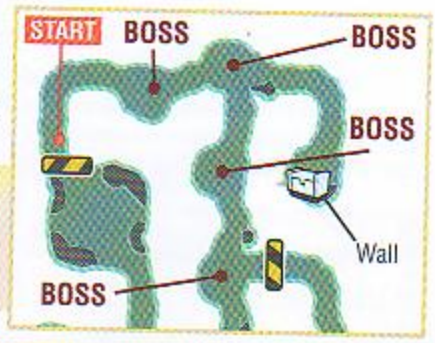
STRATAGEM
Success against these foes depends on warding off the Belzecue's Stun effect and using lightning-based attacks to disrupt the Sky Armors. The Sweeper++ mechs aren't particularly vulnerable to lightning, but a powerful Thundaga spell will weaken them. Finish them off with command materia attacks or old-fashioned sword attacks.



1-4-6 WEAPONS COMPARISON TEST

Availability: This mission unlocks after successful completion of Mission 1-4-5

We want you to participate in an evaluation of next-generation Sweeper models. Four new Sweepers have been placed in the testing area; fight them one at a time. The test is over when you have destroyed all four.



Mission Success
★ **Reward:** Fat Chocobo Feather x2
★ **Unlocks:** Mission 1-5-1

ENEMIES

Enemy Name	HP	Page No.
Sweeper++	24580	224
Barrier Machine	78700	226
MBarrier Machine	78700	226

Enemy Name	HP	Page No.
Crit Machine	78700	226
Repair Machine	15300	226

STRATAGEM
The battle against the four next-generation machines pits Zack in one-on-one fights with a Barrier Machine that is immune to physical damage, an MBarrier Machine that is immune to magic damage, a Crit Machine capable of landing numerous Critical Hits, and a Repair Machine capable of healing itself. Determine which machine you're fighting, shift between command and magic materia, and consume Somas and Ethers as needed.

1-5-2 SPECIAL OPS WEAPONS RETURN

Availability: This mission unlocks after successful completion of Mission 1-5-1.

They may look the same on the outside, but their internals have been extensively reworked. The subjects are already in the testing area, so if you would kindly participate in our evaluation...



Mission Success
★ **Reward:** Hero Drink x2
★ **Unlocks:** Mission 1-5-3

ENEMIES

Enemy Name	HP	Page No.
Hell Slasher	41245	222
Power Head	6879	223

Enemy Name	HP	Page No.
Belzecue	9180	228

STRATAGEM
The Hell Slashers have a deadly drill attack that can dole out tons of damage to Zack's HP. Cast Wall at the start of the fight with the twin Hell Slashers, then start dodging their slashing attacks while pausing to cast Hell Thundaga. Stay on the move, turn, cast the spell, then keep moving. Only move in for a physical attack after hitting them with four spells that, hopefully, hit for 9999 damage each.

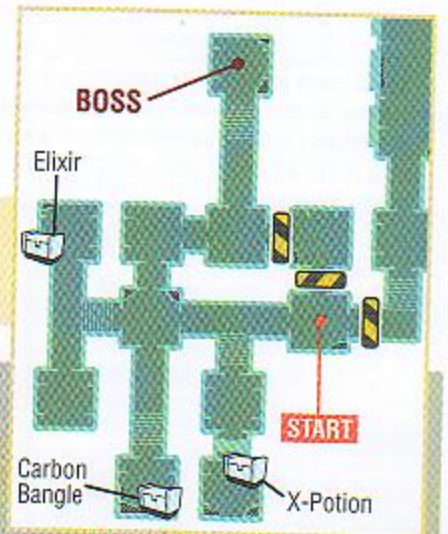


1-5: SPECIAL OPERATIONS ARMS LABORATORY

1-5-1 SPECIAL OPS WEAPONS

Availability: This mission unlocks after successful completion of Mission 1-4-6.

The Special Operations Weapons Group uses Shinra's most cutting-edge technologies to create the best possible machines without concern for mass production. We would like for you to help us test these machines.



Mission Success
★ **Reward:** Lunar Harp x4
★ **Unlocks:** Mission 1-5-2

ENEMIES

Enemy Name	HP	Page No.
Spitfire	22205	221
Power Head	6879	223
Belzecue	9180	228

STRATAGEM
The Spitfire, an advanced version of the Sky Gunner, is tough but don't look past the lesser creatures here! Eliminate the Power Heads and Belzecues as quickly as possible to avoid the risk of being hit by the Power Head's devastating Anti-Magic Missile. Use Assault Twister+ and standard sword attacks to defeat the lesser foes, then hit the Spitfire with Hell Thundaga or Tri-Thundaga.

1-5-3 TARANTULA TEST

Availability: This mission unlocks after successful completion of Mission 1-5-2.

We have completed work on the Tarantula, the latest machine designed to support us in our plight against Genesis copies. It's time to test its performance by pitting it against you. Please head over to the testing area.



Mission Success
★ **Reward:** Energy
★ **Unlocks:** Mission 1-5-4

ENEMIES

Enemy Name	HP	Page No.
Red Saucer I	570	219
Spitfire	22205	221
Hell Slasher	41245	222

Enemy Name	HP	Page No.
Gun Bull Head+	8785	222
Tarantula	247800	248

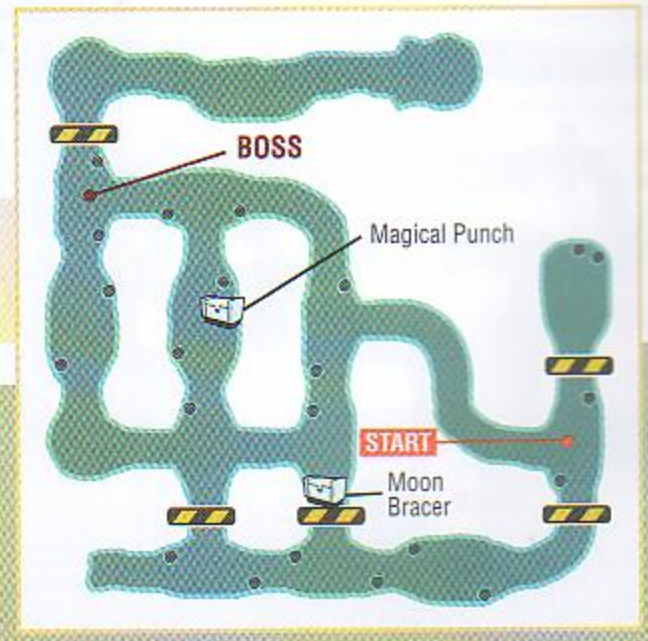
STRATAGEM
The toughest part of this mission is getting to the Tarantula in one piece. Fortunately, it's possible to avoid the random battles by heading south along the edge of the water, then cutting across to the west while hugging the invisible map boundary. Once at the Tarantula, cast Wall and try to avoid its various cannons and arm swipes. Guard against its various EM Field attacks, too. Lastly, this particular model features a Discharge Net attack that emerges from its back side. Continue to attack at the rear to take advantage of the 2x damage bonus for landing Critical Hits, but beware of the net!

1-5-4 SHINRA MACHINES UNIT

Availability: This mission unlocks after successful completion of Mission 1-5-3.

A new combat team has been formed, capable of fighting more efficiently. We want to test their abilities against SOLDIER before we send them off to real combat. Gear up for a fight in the test area.

Mission Success
★ **Reward:** Crystal Gloves
★ **Unlocks:** Mission 1-5-5



ENEMIES

Enemy Name	HP	Page No.
Gun Bull Head+	8785	222
Break Machine	54430	225
Hellhound	12240	229

STRATAGEM

Zack needs two things to defeat the pair of Break Machines at the end of this mission. For starters, Safety Bit is a must! Zack needs protection from their instant-death attack, and equipping Hell Thundaga and Status Ward will not suffice—he needs protection from Death! To defeat the Break Machines, try for a single hit of Costly Punch if both foes are close together. If not, hit them with Flare twice or Energy. Graviga doesn't work against the Break Machines.

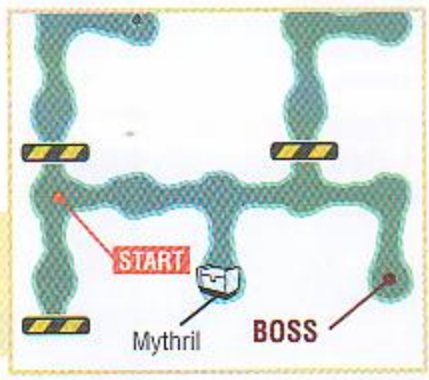


1-5-5 BETTER DEATH MACHINES

Availability: This mission unlocks after successful completion of Mission 1-5-4.

Plans to create powered-up Death Machines are underway. As an intermediary step, we have released a new model...but its true worth is unknown until its testing phase, so we ask you to participate. Please enter the testing area.

Mission Success
★ **Reward:** Shinra Beta+
★ **Unlocks:** Mission 1-5-6



ENEMIES

Enemy Name	HP	Page No.
Gun Bull Head+	8785	222
Sweeper+++	37870	224

Enemy Name	HP	Page No.
Spike Machine	62850	224
Hellhound	12240	229

STRATAGEM

Equip the Protect Ring to minimize the bite of the Hellhounds and use Flare or Assault Twister+ to eliminate the lesser foes, especially if a Sweeper+++ is in the group. The Spike Machine has powerful weaponry and is fairly resistant to Zack's attacks. Costly Punch will take it out in a single blow if Zack's HP isn't too high. Flare and Hell Thundaga can work wonders against the two boss machines, too. Stay on the run to avoid their firepower and take advantage of both machines' need to remain stationary while they attack.

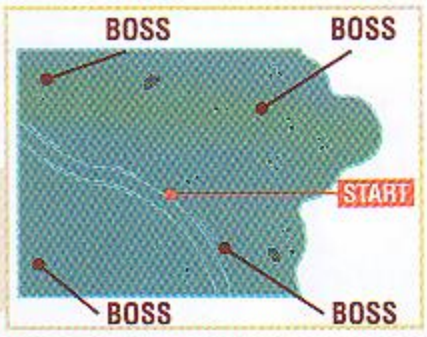


1-5-6 FINAL VERSIONS OF THE SPIDER

Availability: This mission unlocks after successful completion of Mission 1-5-5.

The Spider robots have been overhauled and redesigned to be rolled out as the Guardian Eyes. There are presently four of them in the testing area. Please enter and fight them whenever you are ready.

Mission Success
★ **Reward:** Adamantite x5
★ **Unlocks:** N/A



ENEMIES

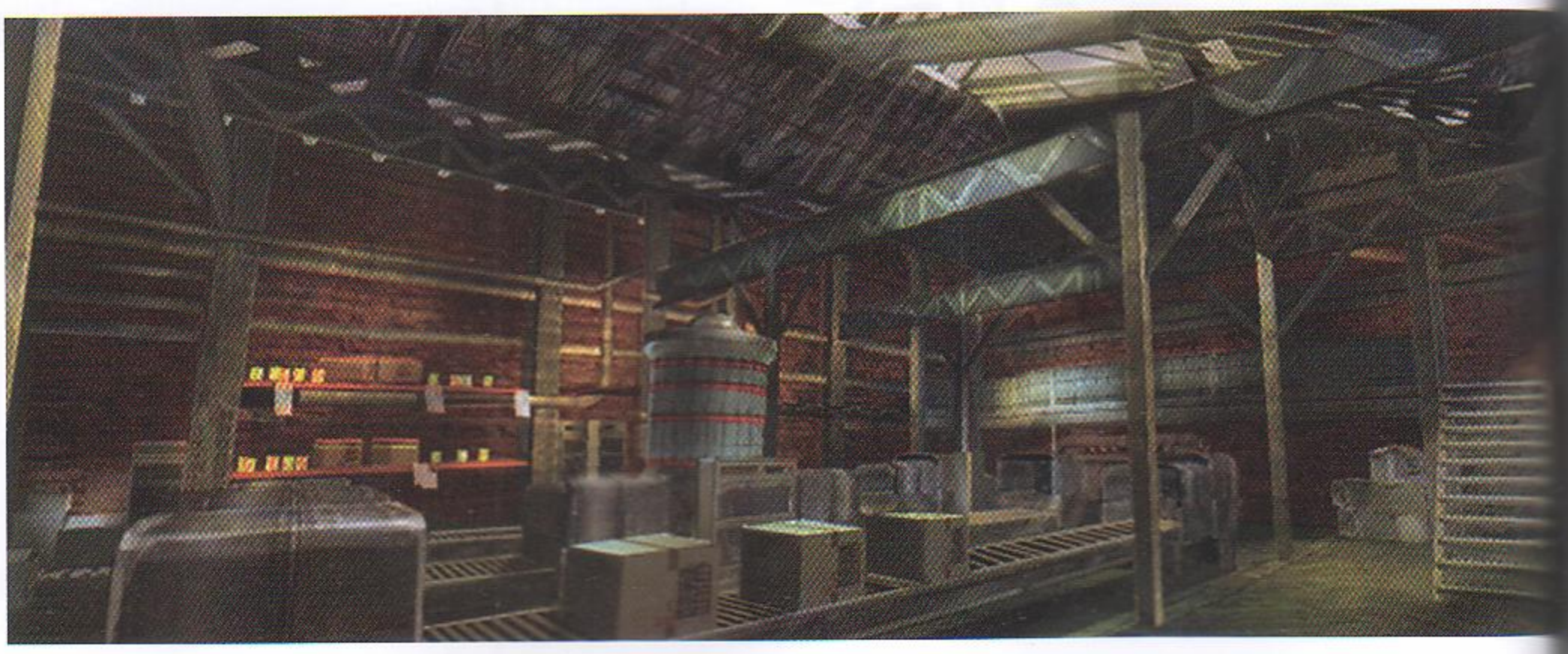
Enemy Name	HP	Page No.
Sweeper+++	37870	224
Spike Machine	62850	224

Enemy Name	HP	Page No.
Guardian Eyes	315400	248

STRATAGEM

The four Guardian Eyes enemies are very similar to the Tarantula foe, yet these robots have more HP and an Anti-AP Field attack that drains Zack's AP if he touches it. Since the Guardian Eyes is immune to Graviga, hit it with Costly Punch four times. The first three hits will each take the maximum 99999 HP damage, then the fourth hit should finish it off. This is a lengthy mission, though, so Zack may boost beyond his Max HP due to Power Surges from the DMW. Don't let this alter your strategy! The numerous Sweeper+++ and Spike Machines that attack will likely deplete some of Zack's excess HP.

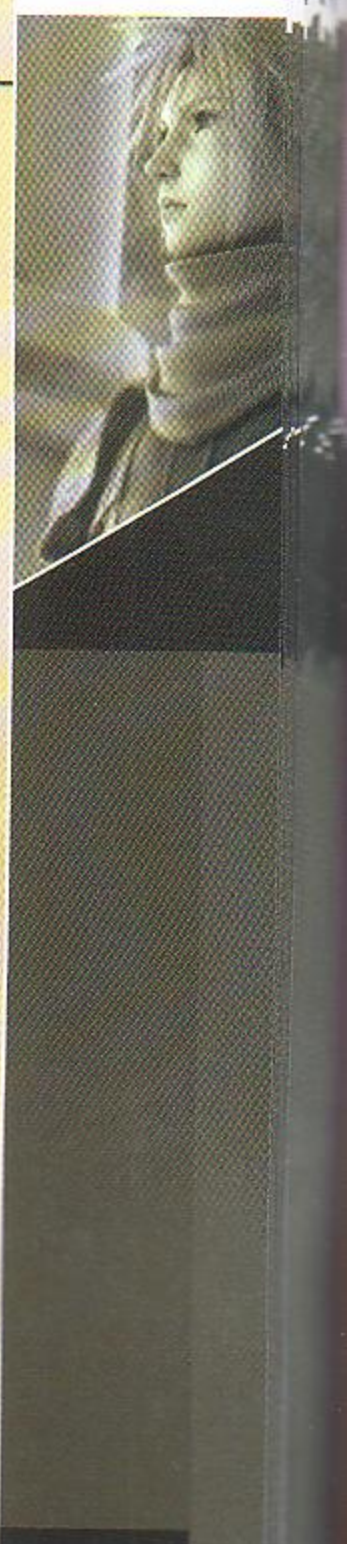




MONSTER RESEARCH PROJECT

Mission Directory

Subcategory	Code Number	Mission Name	Availability	Suggested Level	Reward
2-1: Monsters in Midgar	2-1-1	Beginnings	1 2 **3** 4 **5** 6 **7** 8 9 10	10	Poison
	2-1-2	Approaching the Outskirts	1 2 **3** 4 **5** 6 **7** 8 9 10	11	Fire Armlet
	2-1-3	Sightings in Sector 5	1 2 3 **4** **5** 6 **7** 8 9 10	13	Phoenix Down
	2-1-4	Defend the Slums	1 2 3 **4** **5** 6 **7** 8 9 10	14	Fire Ring
	2-1-5	Highway Closed	1 2 3 4 **5** 6 **7** 8 9 10	16	SPR Up
	2-1-6	Truth in the Wasteland	1 2 3 4 **5** 6 **7** 8 9 10	17	Ice Ring
2-2: Monster Reports	2-2-1	Slums of Midgar	1 2 3 4 **5** 6 7 8 9 10	19	Assault Twister
	2-2-2	Modeoheim	1 2 3 4 5 **6** 7 8 9 10	24	Venom Shock
	2-2-3	Nibelheim	1 2 3 4 5 6 7 8 **9** 10	32	AP Up+
	2-2-4	Nibelheim II	1 2 3 4 5 6 7 8 9 **10**	35	Elemental Ward
	2-2-5	Gongaga	1 2 3 4 5 6 7 8 9 **10**	37	SPR Up+
	2-2-6	World of Monsters	1 2 3 4 5 6 7 8 9 **10**	44	Quake
2-3: Monster Incidents	2-3-1	Unidentified Monsters	1 2 3 4 5 6 7 8 9 **10**	50	Gongaga Trading
	2-3-2	Mass Elimination	1 2 3 4 5 6 7 8 9 **10**	56	Mountain Chocobo Armlet
	2-3-3	Aerial Monsters	1 2 3 4 5 6 7 8 9 **10**	61	Silence Aerial
	2-3-4	Subspecific Movers	1 2 3 4 5 6 7 8 9 **10**	67	Exploder Blade
	2-3-5	The Sealed Cavern	1 2 3 4 5 6 7 8 9 **10**	74	Platinum Bangle
	2-3-6	Operation: Desert Island	1 2 3 4 5 6 7 8 9 **10**	81	Kaiser Knuckles
2-4: Unexplored Territories	2-4-1	A Solitary Island	1 2 3 4 5 6 7 8 9 **10**	88	Gysahl Greens x3
	2-4-2	Wasteland Investigation	1 2 3 4 5 6 7 8 9 **10**	94	Fat Chocobo Feather x3
	2-4-3	An Unknown Island	1 2 3 4 5 6 7 8 9 **10**	99	Phoenix Down x2
	2-4-4	Excavation Site Survey	1 2 3 4 5 6 7 8 9 **10**	99	Energy
	2-4-5	Cave-In Investigation	1 2 3 4 5 6 7 8 9 **10**	99	Mythril Mine Traders
	2-4-6	Whatever Stands in Your Way	1 2 3 4 5 6 7 8 9 **10**	99	Energy
2-5: In Search of the Unknown	2-5-1	Investigation of the Caverns	1 2 3 4 5 6 7 8 9 **10**	99	Assault Twister (Master, ATK +40)
	2-5-2	New Species Found	1 2 3 4 5 6 7 8 9 **10**	99	Hell Thundaga (Master, MAG +35)
	2-5-3	More New Species Found	1 2 3 4 5 6 7 8 9 **10**	99	Wizard Bracelet
	2-5-4	New Cavern Found	1 2 3 4 5 6 7 8 9 **10**	99	SP Turbo Attack
	2-5-5	Another Cavern	1 2 3 4 5 6 7 8 9 **10**	99	Faerie Ring
	2-5-6	The Great Beast	1 2 3 4 5 6 7 8 9 **10**	99	Gold Hairpin



2-1: MONSTERS IN MIDGAR

2-1-1 BEGINNINGS

Availability: During Chapter 3, talk to the man atop the steps in Sector 8 about the threat to Shinra.

Monsters are teeming in the outskirts of Midgar. Experts on the study of planet life say the monsters pose a potential threat to Shinra. We are unsure of the validity of these claims, but an investigation is in order.

Mission Success

★ **Reward:** Poison

★ **Unlocks:** N/A



ENEMIES

Enemy Name	HP	Page No.
Fly Eye	2218	232
Grashtrike	1430	242

STRATAGEM

This mission involves defeating several Grashtrikes near the chest and fighting a lone Fly Eye at the end. Move behind the Fly Eye and slash at its back a few times with the sword to eliminate it.



2-1-2 APPROACHING THE OUTSKIRTS

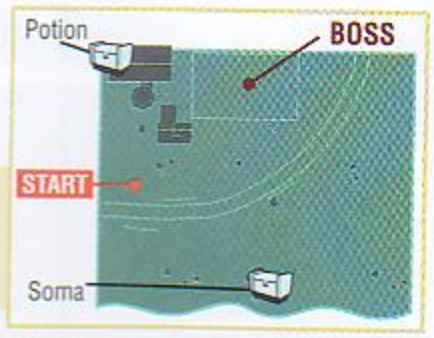
Availability: Talk with the Employee on LOVELESS Avenue during Chapter 3 about the man riding the Black Chocobo and tell her you've heard of him.

The outbreak of monsters near Midgar has resulted in a Sector 8 woman filing for damages. We cannot afford to let litigation spread any further. Hurry to the area and eliminate all monsters in sight.

Mission Success

★ **Reward:** Fire Armlet

★ **Unlocks:** N/A



ENEMIES

Enemy Name	HP	Page No.
Fly Eye	2218	232
Grashtrike	1430	242

STRATAGEM

This mission is similar to the previous mission. Circle behind the Fly Eyes in the corralled area and hack away at them from the back to defeat them.



2-1-3 SIGHTINGS IN SECTOR 5

Availability: Talk to the girl in the Sector 5 Slums Market during Chapter 4 about the traveler she had met.

We still do not know the cause for the massive number of monsters, but a Sector 5 resident reports seeing them in the scrapyard in the slums. Hurry there and eradicate the monsters.



Mission Success
★ **Reward:** Phoenix Down
★ **Unlocks:** N/A

ENEMIES

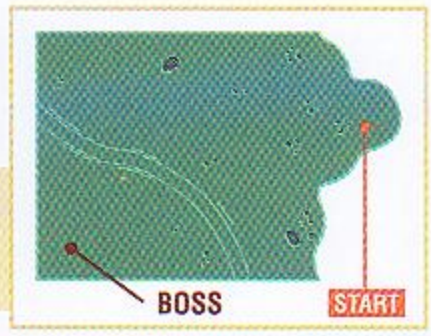
Enemy Name	HP	Page No.
Fly Eye	2218	232
Raijincho	1944	239
Grashtrike	1430	242

STRATAGEM
Zack is capable of slashing through this mission by the time he meets the girl in Chapter 4. The Raijinchos and Grashtrikes won't know what hit them!

2-1-4 DEFEND THE SLUMS

Availability: Talk to the girl in the Sector 5 Slums Street during Chapter 4 about her missing uncle.

Residents of the slums have decided to take matters into their own hands to fight the monsters. Hurry there and eliminate the monsters before any of the slum residents are hurt.



Mission Success
★ **Reward:** Fire Ring
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Fly Eye	2218	232
Raijincho	1944	239

Enemy Name	HP	Page No.
Grashtrike	1430	242

STRATAGEM
There are no chests on the plains, but there are lots of monsters to contend with while heading toward the boss. As with the previous mission, Zack should have a high enough ATK rating at this point in the game to eliminate almost every enemy in this mission with a single swing of the sword.



2-1-5 HIGHWAY CLOSED

Availability: Talk to the Infantryman on the upper level of the Shinra Building Entrance during Chapter 5.

Monsters are prowling the road that connects Midgar and Kalm. This has left members of a mako reactor inspection team from Kalm stranded in Midgar. You must eliminate the threat and make the road safe for travel.



Mission Success
★ **Reward:** SPR Up
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Fly Eye	2218	232
Trap	872	237

Enemy Name	HP	Page No.
Raijincho	1944	239

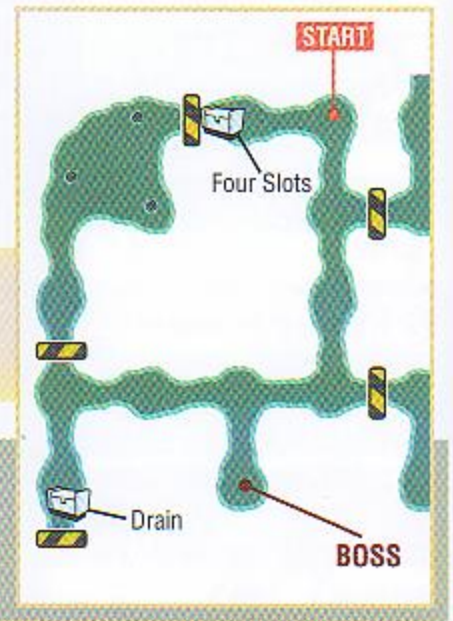
STRATAGEM
Zack should have no trouble cutting through these monsters by the time this mission becomes available. Rush straight ahead, hacking and slashing everything in the way.



2-1-6 TRUTH IN THE WASTELAND

Availability: Talk to the Researcher in the Exhibit Room of Shinra Building during Chapter 5.

It has been determined that the monsters in Midgar are escaped samples from Hojo Laboratories. We must keep this information confidential. Go to the target zone and eliminate all monsters.



Mission Success
★ **Reward:** Ice Ring
★ **Unlocks:** Return to the Exhibit Room and talk to the Researcher again to receive the Mythril Tools.

ENEMIES

Enemy Name	HP	Page No.
Fly Eye	2218	232
Trap	872	237
Raijincho	1944	239

STRATAGEM
Use Zack's strength to slash through the monsters lurking in this area, either with or without the support of Firaga. The Trap enemies in the final battle provide negligible resistance.

2-2: MONSTER REPORTS

2-2-1 SLUMS OF MIDGAR

Availability: This mission unlocks after Zack returns from the Sector 5 Slums at the start of Chapter 5.

This is a battle with monsters who claim the slums of lower Midgar as their turf. There actually is little strength to them; perhaps you can use them to work out your tactics for fighting against monsters.



Mission Success
★ **Reward:** Assault Twister
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Hedgehog Pie	1512	233
Worm	3300	234

STRATAGEM
Use the Steal materia to swipe as many items as possible from the Worms and Hedgehog Pies. Use a couple of swings of the sword to eliminate them, or usher in the Gravity materia. Have some fun experimenting with different tactics.

2-2-2 MODEOHEIM

Availability: This mission unlocks after Zack ends his vacation at the Junon beach at the start of Chapter 6.

This is a battle against monsters indigenous to the Modeo region. The cold weather is not conducive to a wider variety of monsters, but they should have enough bite to make your sparring worthwhile.



Mission Success
★ **Reward:** Venom Shock
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Replicon	3480	235

Enemy Name	HP	Page No.
Bizarre Bug	1120	236

STRATAGEM
This mission consists of a handful of battles against Replicon and Bizarre Bug enemies. Use Zack's Steal ability to swipe as many mako stones and Potions as possible from the enemies, then use a base attack to finish them off with one swing. Zack can slaughter all three Replicons at the end with a single Assault Twister+ attack.

2-2-3 NIBELHEIM

Availability: Unlocks at the start of Chapter 9, after Zack escapes the Basement Facility in Shinra Manor.

This is a battle against monsters indigenous to the Nibelheim region. Although Nibelheim offers a wide variety of creatures, this mission will primarily feature Bomb monsters.



Mission Success
★ **Reward:** AP Up+
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Bomb	6608	237
Gray Bomb	15530	238
Remedy Bomb	15530	237
Touchy Bomb	15530	237
Needle Kiss	2650	239
Death Claw	9050	240

STRATAGEM
Zack should have little trouble against the low-level enemies in the canyon, but the three "wonder bombs" at the end are a bit tougher. Remember to hit the Gray Bomb, Remedy Bomb, and Touchy Bomb to keep them from inflating. Watch for them to start getting bigger, then attack to inflict damage. Assault Twister+ is a good attack to use here, as it covers a wide area.



2-2-4 NIBELHEIM II

Availability: Unlocks at the start of Chapter 10, after Zack descends into the Depths of Judgment.

This is a battle against monsters indigenous to the Nibelheim region. Although Nibelheim is known for a wide variety of monsters, the mission will primarily feature cave-dwelling creatures.



Mission Success
★ **Reward:** Elemental Ward
★ **Unlocks:** N/A

ENEMIES

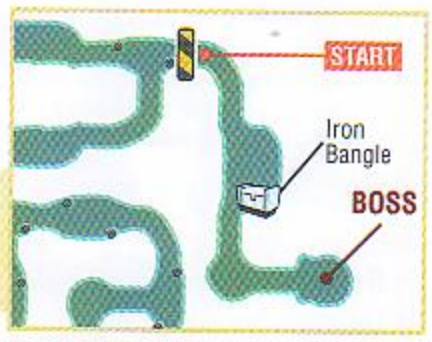
Enemy Name	HP	Page No.
Sahagin	10445	231
Dorky Face	4668	240
Gargoyle	6668	241

STRATAGEM
The enemies in this mission should look rather familiar. Rush into the fray and unleash Assault Twister+ or other command materia and watch the foes drop!

2-2-5 GONGAGA

Availability: Unlocks at the start of Chapter 10, after Zack descends into the Depths of Judgment.

This is a battle with monsters indigenous to the Gongaga region. The remoteness of the region may be a contributing factor to the variety of monsters. Some are extremely dangerous. You have been warned.



Mission Success
★ **Reward:** SPR Up+
★ **Unlocks:** Mission 2-2-6

ENEMIES

Enemy Name	HP	Page No.
Ahriman	6910	233
Griffon	17840	237

Enemy Name	HP	Page No.
Head Hunter	2810	243

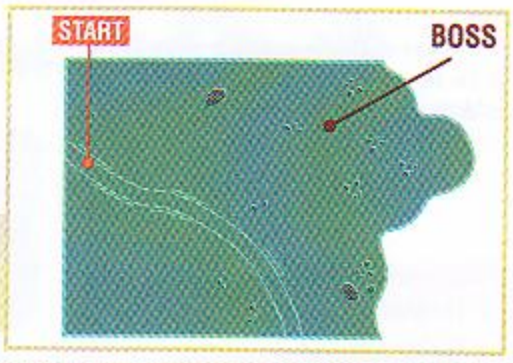
STRATAGEM
Equip the Assault Twister+ materia and use it against the occasional Ahriman or Head Hunter enemy. The Griffon at the end of the mission is a bit more troublesome, but if Zack can make it to the Depths of Judgment, he can certainly handle this mythical beast.



2-2-6 WORLD OF MONSTERS

Availability: This mission unlocks after successful completion of Mission 2-2-5.

These battles will be against monsters that have been catalogued by the Shinra Company. You may not have encountered some of them before. Use caution when fighting them.



Mission Success
★ **Reward:** Quake
★ **Unlocks:** Mission 2-3-1

ENEMIES

Enemy Name	HP	Page No.
Magic Pot	999999	227
Red Cap	6128	233

Enemy Name	HP	Page No.
Demon	19128	241
Diceratops	25980	246

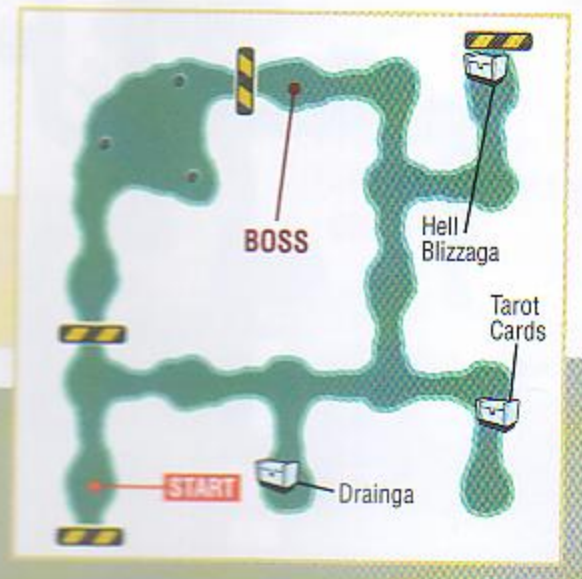
STRATAGEM
There are two things to know about this mission. First, it's one of the few missions that is home to Magic Pots. And second, they're the easiest ones to please! Equip Blizzaga, Firaga, Thundaga, and Gravity (not Graviga!) before entering the mission, then run along the road to find a Magic Pot. Hit it with each of these attacks, per his request, to please the creature and receive a special reward that adds the Magic Pot to the DMW. If you're lucky, you may also receive the Genji Shield! Swap out the aforementioned magic materia before approaching the Diceratops, though, as it has a Null Magic status effect.

2-3: MONSTER INCIDENTS

2-3-1 UNIDENTIFIED MONSTERS

Availability: This mission unlocks after successful completion of Mission 2-2-6.

We have confirmed reports of an attack by a monster resembling an Epiornis. Go to where it was last sighted and purge the area of all monsters.



Mission Success
★ **Reward:** Gongaga Trading
★ **Unlocks:** Mission 2-3-2

ENEMIES

Enemy Name	HP	Page No.
Red Cap	6128	233
Titanis	13892	236
Demon	19128	241
Diceratops	25980	246

STRATAGEM
Make sure Zack is protected from Stun, or else the battle with the Diceratops will be tricky. Use Assault Twister+ to eliminate the Titanis that accompanies the Diceratops, then switch to something a bit more powerful for the larger creature. Remember that the Diceratops has a Null Magic status effect, so hit it with physical attacks or command materia to damage it.



2-3-2 MASS ELIMINATION

Availability: This mission unlocks after successful completion of Mission 2-3-1.

We have information that a group of Titanis, the newly discovered Epiornis-type monster, is on the move. Hurry to their location and eliminate all monsters in the area.



Mission Success
- ★ **Reward:** Mountain Chocobo Armlet
- ★ **Unlocks:** Mission 2-3-3

ENEMIES

Enemy Name	HP	Page No.
Titanis	13892	236
Demon	19128	241

Enemy Name	HP	Page No.
Green Grass	5872	245

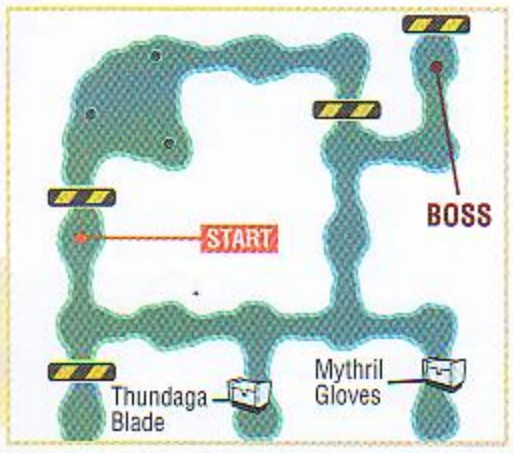
STRATAGEM

Hit the Demons with your favorite magic spell and continue down the path to the three Titanis foes in the distance. Hit them with a Quake spell for an instant kill (if Brutal is equipped), or run between them and unleash a pair of Assault Twister+ attacks.

2-3-3 AERIAL MONSTERS

Availability: This mission unlocks after successful completion of Mission 2-3-2.

We are receiving multiple reports of attacks by flying monsters. Even worse, a battalion in the area has been wiped out by the monsters. Go investigate forthwith and look into what exactly might have occurred.



Mission Success
- ★ **Reward:** Silence Aerial
- ★ **Unlocks:** Mission 2-3-4

ENEMIES

Enemy Name	HP	Page No.
Thunderbird	13580	239
Mover RE	14860	244

Enemy Name	HP	Page No.
Green Grass	5872	245

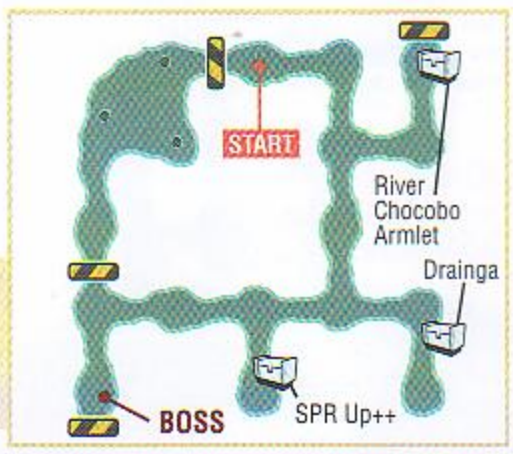
STRATAGEM

The main threats here are the Mover RE creatures and Thunderbirds. Equip one of the Punch attacks to thwart the Mover REs before they can launch their Delta Attack. Equipping an item that absorbs or reduces lightning damage will help when fighting the Thunderbirds, but it's not necessary. Assault Twister+ works wonders here.

2-3-4 SUBSPECIFIC MOVERS

Availability: This mission unlocks after successful completion of Mission 2-3-3.

Reports have come in of monsters similar to the Movers discovered in the previous mission. Eliminate these dangerous entities.



Mission Success
- ★ **Reward:** Exploder Blade
- ★ **Unlocks:** Mission 2-3-5

ENEMIES

Enemy Name	HP	Page No.
Lava Worm	7380	235
Thunderbird	13580	239

Enemy Name	HP	Page No.
Mover RE	14860	244
Green Grass	5872	245

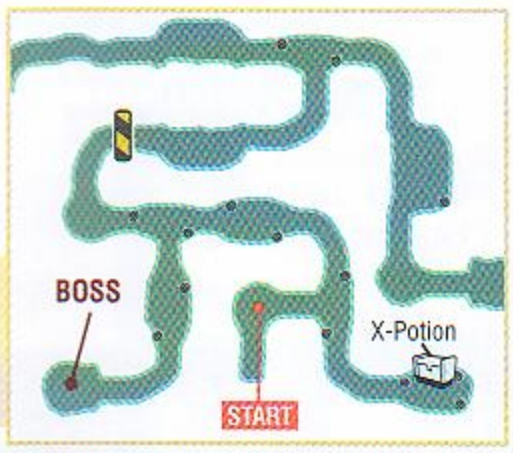
STRATAGEM

The Mover RE foes are the main foes. Equip Costly Punch or another attack that breaks through the high VIT ratings of these pesky critters. If no such attack is currently available, cast Graviga once or twice to reduce their HP, then switch to a Vital Slash or Power Attack.

2-3-5 THE SEALED CAVERN

Availability: This mission unlocks after successful completion of Mission 2-3-4.

A Shinra unit exploring the caves has reported a monster encounter. We have instructed the unit to evacuate the caves for now, but we cannot leave the area as is. Your mission is to eliminate the threats and secure the zone.



Mission Success
- ★ **Reward:** Platinum Bangle
- ★ **Unlocks:** Mission 2-3-6

ENEMIES

Enemy Name	HP	Page No.
Sahagin Chief	9875	232
Thunderbird	13580	239

Enemy Name	HP	Page No.
Mover RE	14860	244

STRATAGEM

Equip Hell Thundaga to eliminate the Sahagin Chiefs. There are usually two of them, so run to a position to get the enemies lined up and unfurl Hell Thundaga to take them both down. Make the Mover RE enemies your top priority—hit them with Costly Punch or Graviga right away!

2-3-6 OPERATION: DESERT ISLAND

Availability: This mission unlocks after successful completion of Mission 2-3-5.

An employee has informed us about a monster encounter on a desert island. There seems to be no evidence of these creatures making forays to the outside world, but they should be eliminated for our security nonetheless.



Mission Success
- ★ **Reward:** Kaiser Knuckles
- ★ **Unlocks:** Mission 2-4-1

ENEMIES

Enemy Name	HP	Page No.
Sahagin Chief	9875	232
Lava Worm	7380	235
Hippogriff	95250	237
Garnet Mole	5735	242

STRATAGEM

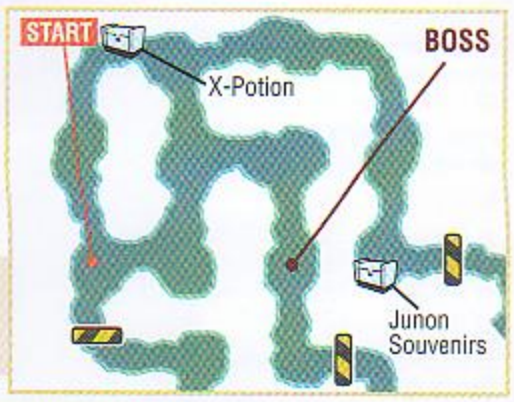
Put the Hell Thundaga materia to use against the Sahagin Chiefs, but always have an Assault Twister+ materia (or similar wide-area attack) on hand for the Garnet Moles. Keep in mind that these Moles have an instant-death attack. By disposing of them swiftly with Assault Twister+, there's no reason to equip Safety Bit. Finally, equip Costly Punch or Gil Toss and use it against the Hippogriff at the end of the mission.



2-4-1 A SOLITARY ISLAND

Availability: This mission unlocks after successful completion of Mission 2-3-6.

Many parts of the world still serve as sanctuaries for monsters, and we wish to identify as many of these as possible. Shinra troops have entered one such area and were wiped out. Get to the island and uncover whatever mystery lies beyond its shores.



Mission Success
- ★ **Reward:** Gysahl Greens x3
- ★ **Unlocks:** Mission 2-4-2

ENEMIES

Enemy Name	HP	Page No.
Sahagin Chief	9875	232
Hippogriff	95250	237

Enemy Name	HP	Page No.
Garnet Mole	5735	242
Land Malboro	264680	243

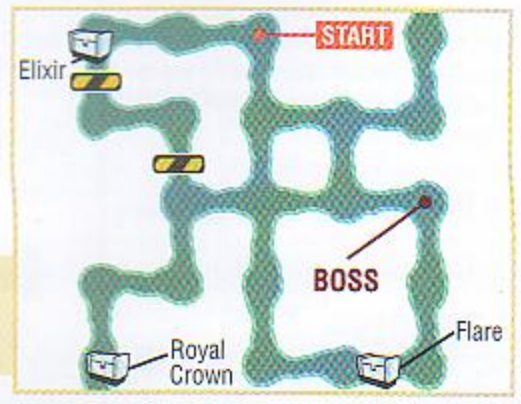
STRATAGEM

The Land Malboro at the end of the mission is a difficult creature to defeat if Zack isn't protected against Stun, Silence, and Poison. Hit the Land Malboro with Costly Punch three times to win the battle, provided Zack hasn't exceeded his Max HP by too much. If that is the case, switch to Graviga and Flare and hope for numerous Limit Breaks to deplete the beast's HP.

2-4-2 WASTELAND INVESTIGATION

Availability: This mission unlocks after successful completion of Mission 2-4-1.

We received word that one of Shinra's robot scouts was destroyed by an unidentified flying object. The incident took place in a region that has yet to be explored. This is a suitable job for SOLDIER. Go to the site now.



Mission Success
- ★ **Reward:** Fat Chocobo Feather x3
- ★ **Unlocks:** Mission 2-4-3

ENEMIES

Enemy Name	HP	Page No.
S Mine	17850	238
Simurgh	12850	239

Enemy Name	HP	Page No.
Scissor Chitin	33850	240

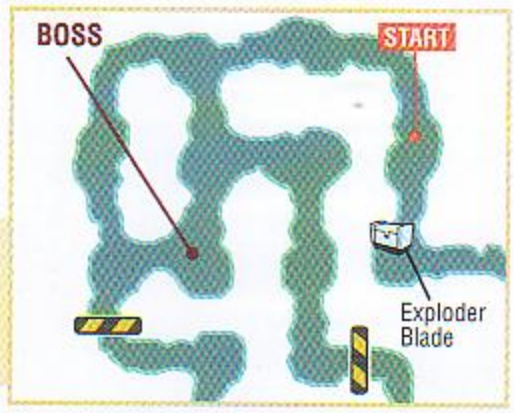
STRATAGEM

Equip Zack with protection against Stun and Silence to keep him safe from the Scissor Chitins' debilitating attacks. The Simurghs at the end of the area possess rapid dive-bomb attacks. Counter this by unleashing the Assault Twister+ attack as soon as they appear. Prepare a second attack just in case they survive the first, but make sure the attack isn't lightning-based, as the Simurghs can absorb lightning attacks and convert them to HP.

2-4-3 AN UNKNOWN ISLAND

Availability: This mission unlocks after successful completion of Mission 2-4-2.

An entire Shinra investigation team was wiped out by monsters in unexplored territory. The team was unable to send status reports; we assume the monsters are brutal and bloodthirsty. Please go investigate the site.



Mission Success
- ★ **Reward:** Phoenix Down x2
- ★ **Unlocks:** Mission 2-4-4

ENEMIES

Enemy Name	HP	Page No.
Detonator	20340	238
S Mine	17850	238
Simurgh	12850	239

Enemy Name	HP	Page No.
Mandrake	9975	245
Scissor Chitin	33850	240

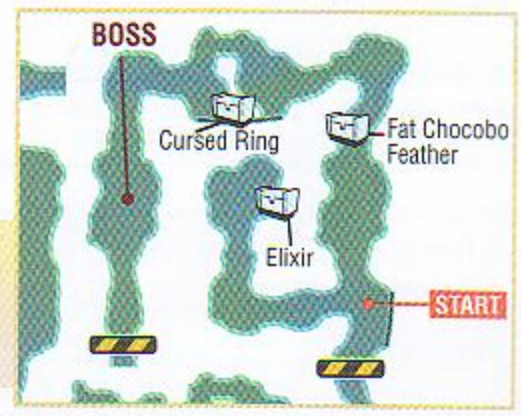
STRATAGEM

Don't take the Mandrakes lightly, as they can steal a large amount of SP from Zack. Set fire to them with Hell Firaga, or simply give them a trim with the Assault Twister+ attack. The final battle is against a pair of Scissor Chitins and Detonators. Use the Costly Punch attack to eliminate the Scissor Chitins, then use an attack like Hell Thundaga or Energy against the Detonators.

2-4-4 EXCAVATION SITE SURVEY

Availability: This mission unlocks after successful completion of Mission 2-4-3.

A giant monster lives in a closed mako excavation facility. Go to the site and investigate. If the monster is dangerous, it must be eliminated.



Mission Success
- ★ **Reward:** Energy
- ★ **Unlocks:** Mission 2-4-5

ENEMIES

Enemy Name	HP	Page No.
Detonator	20340	238
Simurgh	12850	239

Enemy Name	HP	Page No.
Mandrake	9975	245
Jabberwock	287580	247

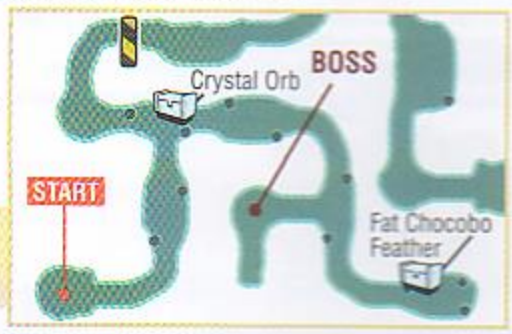
STRATAGEM

Equip Tri-Fire or Hell Firaga against the lesser creatures, then focus on the Jabberwock. Don't let this massive relative of the Belzecue get a chance to attack with more than its Gyro Tail. Strike first with Costly Punch and unleash a second and third Costly Punch attack as it recoils from the earlier strike.

2-4-5 CAVE-IN INVESTIGATION

Availability: This mission unlocks after successful completion of Mission 2-4-4.

There was an inexplicable cave-in deep inside the caves. Chances are monsters are to blame, but we need you to investigate the area and look into the cause of the accident. If monsters were indeed the cause, you know what to do.



Mission Success
- ★ **Reward:** Mythril Mine Traders
- ★ **Unlocks:** Mission 2-4-6

ENEMIES

Enemy Name	HP	Page No.
Sahagin Prince	44680	232
S Mine	17850	238

Enemy Name	HP	Page No.
Volcano	27850	238
Mandrake	9975	245

STRATAGEM

The combination of S Mines and Mandrakes can make the early fights a bit tricky. The Mandrakes are vulnerable to fire, but the S Mines absorb fire damage and convert it to HP. For that reason, try using Quake to eliminate the Mandrakes (and weaken any Sahagin Princes milling around), then switch to Electrocute or Assault Twister+ to finish the job. This same attack plan also works in the boss battle with the Volcanoes and Mandrakes—take out the Mandrakes first, then go after the Volcanoes! Completing this mission earns Zack access to the Mythril Mine Traders shop—go there at once and purchase the Faerie Ring and Protect Ring, if you don't have them already.

2-4-6 WHATEVER STANDS IN YOUR WAY

Availability: This mission unlocks after successful completion of Mission 2-4-5.

The Volcano bomb monster you found in the previous mission has been sighted in another cave. A team was sent in to investigate, but their progress was halted by totally different monsters. Hurry over to the site.



Mission Success
- ★ **Reward:** Energy
- ★ **Unlocks:** Mission 2-5-1

ENEMIES

Enemy Name	HP	Page No.
Sahagin Prince	44680	232
Volcano	27850	238

Enemy Name	HP	Page No.
Mandrake	9975	245
Grand Horn	65040	247

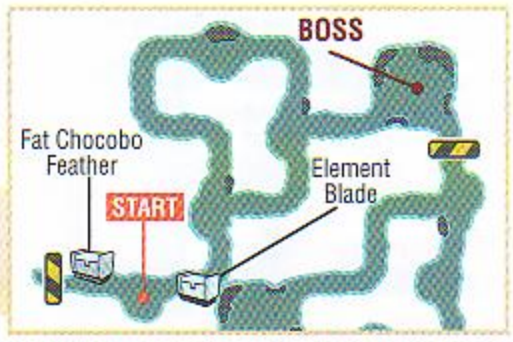
STRATAGEM

Zack has a long way to travel to reach the Grand Horn at the end of this mission. He must fight past a number of Mandrakes, Sahagin Princes and Volcanoes along the way. Put the devastating combo of Quake and Assault Twister+ to use against the lesser monsters, then switch to Costly Punch when fighting the Grand Horn.

2-5-1 INVESTIGATION OF THE CAVERNS

Availability: This mission unlocks after successful completion of Mission 2-4-6.

While pursuing monsters you had reported on in your last mission, we uncovered a new species of creature. We would like you to conduct an investigation on these mysterious, cave-dwelling monsters.



Mission Success

★ **Reward:** Assault Twister (Master, ATK +40)

★ **Unlocks:** Mission 2-5-2

ENEMIES

Enemy Name	HP	Page No.
Sahagin Prince	44680	232
Iron Claw	69780	240

Enemy Name	HP	Page No.
Grand Horn	65040	247

Don't let Zack's HP boost get too far beyond his Max HP, or he won't be able to use Costly Punch against the Grand Horn and Iron Claw. The Iron Claw will attack using Flare and other unavoidable magic, whereas the Grand Horn will attempt to ram and trample Zack. Each foe is vulnerable to a single hit from the Costly Punch attack, and the Grand Horn's sluggish movement makes it easy to dodge. Fuse the Assault Twister materia with your current Assault Twister+ to take advantage of this item's high ATK rating. Although it will consume a great deal of SP, the new Assault Twister+ materia it creates is even more powerful and will go a long way toward making the remaining missions that much easier.

2-5-2 NEW SPECIES FOUND

Availability: This mission unlocks after successful completion of Mission 2-5-1.

We have received word from our troops of a new type of Mover. As you know, Movers possess extremely powerful magic. We need SOLDIER to fight this threat in place of the troops. Get moving and face off against the Movers.



Mission Success

★ **Reward:** Hell Thundaga (Master, MAG +35)

★ **Unlocks:** Mission 2-5-3

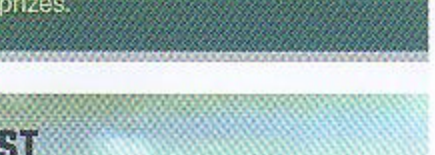
ENEMIES

Enemy Name	HP	Page No.
Sahagin Prince	44680	232
Iron Claw	69780	240

Enemy Name	HP	Page No.
Mover EX	34860	244

STRATAGEM

The Mover EX has a version of the Delta Attack that would make the Mover RE blush. It's imperative to eliminate this creature as quickly as possible in order to avoid this attack. The Mover EX is susceptible to Graviga and Costly Punch, so have a back-up plan just in case his HP is too high to use Costly Punch—hit it twice with Graviga, then go for the kill with Assault Twister+.



2-5-3 MORE NEW SPECIES FOUND

Availability: This mission unlocks after successful completion of Mission 2-5-2.

We have received reports of a new breed of monster in the caves, but obstructing the way forward are the Mover EXs we discovered in the previous mission. Go to the cave and eliminate them.



Mission Success

★ **Reward:** Wizard Bracelet

★ **Unlocks:** Mission 2-5-4

ENEMIES

Enemy Name	HP	Page No.
Iron Claw	69780	240
Jack o' Lantern	92850	241

Enemy Name	HP	Page No.
Mover EX	34860	244

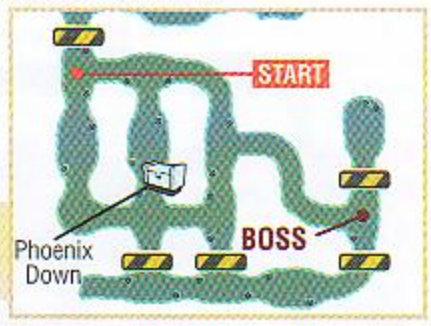
STRATAGEM

The Jack o' Lantern and Iron Claw are respectable foes, but the Costly Punch attack will shred them to pieces. The real threat is the Mover EX foes that serve as the mission's boss battle. Using Graviga and other assorted attacks to whittle them down just isn't an option anymore, since there are two of them. To avoid their Delta Attack and Ultima spell, hit them with Costly Punch as soon as possible. With any luck, they'll be close together so the attack will eliminate both with one blast.

2-5-4 NEW CAVERN FOUND

Availability: This mission unlocks after successful completion of Mission 2-5-3.

An undiscovered cavern has been unearthed. At this time, we do not even know what kind of life forms might be found there. We therefore must ask a SOLDIER operative to conduct an investigation by exploring within and collecting information.



Mission Success

★ **Reward:** SP Turbo Attack

★ **Unlocks:** Mission 2-5-5

ENEMIES

Enemy Name	HP	Page No.
Magic Pot	999999	227
Jack o' Lantern	92850	241

Enemy Name	HP	Page No.
Horned Devil	72800	242
Most Hungry	137800	245

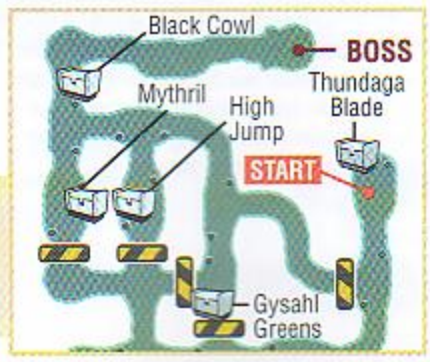
STRATAGEM

The creatures in these parts are resistant to most physical and magic attacks, but none can withstand Costly Punch. More importantly, however, is proper preparation in case a Magic Pot makes an appearance. Keep Costly Punch equipped to handle the Most Hungry creatures and Jack o' Lanterns, but the Magic Pot has a very special set of requirements. Fulfill its wishes by hitting it with Ultima, Tri-Fire, Iron Fist, and Electrocute in order to get its special prizes.

2-5-5 ANOTHER CAVERN

Availability: This mission unlocks after successful completion of Mission 2-5-4.

We unearthed another cave near the one you explored in the previous mission. We assume the presence of some monsters, so head over to the site and gather all the information you can.



Mission Success

★ **Reward:** Faerie Ring

★ **Unlocks:** Mission 2-5-6

ENEMIES

Enemy Name	HP	Page No.
Magic Pot	999999	227
Jack o' Lantern	92850	241

Enemy Name	HP	Page No.
Gremlin	58770	234
Most Hungry	137800	245

STRATAGEM

The Magic Pot has the same requirements as the previous one, so keep the Ultima, Tri-Fire, Iron Fist, and Electrocute materia equipped. If you have already satisfied the Magic Pot, then equip more effective attacks and remain close to the walls to avoid random battles. The combination of Gremlins and Most Hungry creatures can bring some serious pain! Equip the Protect Ring to cut their attack damage in half and hit them hard with Costly Punch, Quake, and either Hell Thundaga or Assault Twister+. Whatever you do, don't use fire-based attacks against the Gremlins, as they'll simply convert it to HP.

2-5-6 THE GREAT BEAST

Availability: This mission unlocks after successful completion of Mission 2-5-5.

In this area, the natives refer to a creature as the "Great Beast." All we know is that it is indeed extremely large; all other facts are cloaked in mystery. Go to its supposed location and find the truth about this creature.



Mission Success

★ **Reward:** Gold Hairpin

★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Magic Pot	999999	227
Gremlin	58770	234
Destroyer	52500	239

Enemy Name	HP	Page No.
Gaea Malboro	1285650	244
Most Hungry	137800	245

STRATAGEM

This is a lengthy mission with numerous chests, but the big issue is the Gaea Malboro's whopping amount of HP. As long as Zack is properly equipped against Stun, Silence, and Poison, the fight shouldn't be too difficult. The majority of the beast's attacks come in the form of Really Bad Breath and Gastric Juice attacks, both of which have limited range. The Gaea Malboro tries to Stun its opponent with these attacks so it can chomp down on its prey. To avoid them, keep your distance and use ranged attacks—this is where Graviga comes into play! Stand back and cast Graviga until the eleventh cast drops its HP below 99999. After that, switch to Hell Thundaga or a similar ranged attack and deliver the winning blow.

GENESIS'S FORCES

Mission Directory

Subcategory	Code Number	Mission Name	Availability	Suggested Level	Reward
3-1: Genesis's Forces on the March	3-1-1	Foes on the Waterfront	1 2 **3** 4 5 6 7 8 9 10	9	Bronze Bangle
	3-1-2	Massive Machines	1 2 **3** **4** **5** **6** **7** **8** **9** **10**	11	Iron Bangle
	3-1-3	Eliminate the Copies	1 2 3 **4** **5** **6** **7** **8** **9** **10**	13	AP Up
	3-1-4	Destroy the Death Machines	1 2 3 **4** **5** **6** **7** **8** **9** **10**	16	VIT Up
	3-1-5	Eliminate the Death Machines	1 2 3 **4** **5** **6** **7** **8** **9** **10**	18	Mythril Gloves
	3-1-6	Midgar Defense Operations	1 2 3 4 **5** **6** **7** **8** **9** **10**	19	Mystile
3-2: Major Offensives	3-2-1	Foes in the Slums	1 2 3 4 5 **6** **7** **8** **9** **10**	24	Lightning Armlet
	3-2-2	Take Back the Carrier	1 2 3 4 5 6 **7** **8** **9** **10**	25	MP Up++
	3-2-3	Raid the Enemy's Stronghold	1 2 3 4 5 6 **7** **8** **9** **10**	26	Fire Blade
	3-2-4	Enemy Attack Prevention	1 2 3 4 5 6 **7** **8** **9** **10**	27	Thundara Blade
	3-2-5	Pursue the Foes	1 2 3 4 5 6 7 8 **9** **10**	32	Gris-Gris Bag
	3-2-6	Foes in the Wasteland	1 2 3 4 5 6 7 8 9 **10**	37	Crystal Gloves
3-3: Clash with Genesis's Forces	3-3-1	Red Alert!	1 2 3 4 5 6 7 8 9 **10**	37	Silver Armlet
	3-3-2	Base in the Caverns	1 2 3 4 5 6 7 8 9 **10**	44	Firaga Blade
	3-3-3	Surprise Attack on Midgar	1 2 3 4 5 6 7 8 9 **10**	50	Osmoga
	3-3-4	One Base at a Time	1 2 3 4 5 6 7 8 9 **10**	56	Drain Blade
	3-3-5	Rumble in Midgar	1 2 3 4 5 6 7 8 9 **10**	61	Assault Twister+
	3-3-6	Regain the Mako Facility	1 2 3 4 5 6 7 8 9 **10**	67	Blast Wave
3-4: Genesis Evolution	3-4-1	Regain Shinra's Materia	1 2 3 4 5 6 7 8 9 **10**	74	Electrocute
	3-4-2	Powered-Up Copies	1 2 3 4 5 6 7 8 9 **10**	81	Death Jump
	3-4-3	Reinforced Copies	1 2 3 4 5 6 7 8 9 **10**	88	Mythril x3
	3-4-4	Return to Midgar	1 2 3 4 5 6 7 8 9 **10**	94	Flare
	3-4-5	Destroy the Copy Factory	1 2 3 4 5 6 7 8 9 **10**	99	Adamantite x3
	3-4-6	Strongest Copies Yet	1 2 3 4 5 6 7 8 9 **10**	99	SP Turbo Magic
3-5: The Strongest Copies	3-5-1	Intercept the Copies	1 2 3 4 5 6 7 8 9 **10**	99	Hero Drink x3
	3-5-2	Attack the Copies' Base	1 2 3 4 5 6 7 8 9 **10**	99	Hero Drink x2
	3-5-3	Genesis's Special Ops Unit	1 2 3 4 5 6 7 8 9 **10**	99	Wall (Master, MAG +60)
	3-5-4	Chase the Copies	1 2 3 4 5 6 7 8 9 **10**	99	Ultima
	3-5-5	Defeat the Copies	1 2 3 4 5 6 7 8 9 **10**	99	Fat Chocobo Feather x3
	3-5-6	Last of the Genesis Troops	1 2 3 4 5 6 7 8 9 **10**	99	SP Turbo Attack

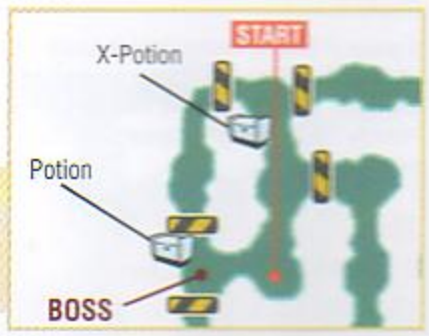


3-1: GENESIS'S FORCES ON THE MARCH

3-1-1 FOES ON THE WATERFRONT

Availability: Available at the start of Chapter 3, immediately after returning from Banora.

The coast guard has spotted Genesis troops, so they're likely to have an outpost near the coast. Head there and vanquish the enemy!



Mission Success
- ★ **Reward:** Bronze Bangle
- ★ **Unlocks:** Mission 3-1-2

ENEMIES

Enemy Name	HP	Page No.
G Assassin	720	214
Guard Hound	491	227

Enemy Name	HP	Page No.
Blood Taste	914	228

STRATAGEM

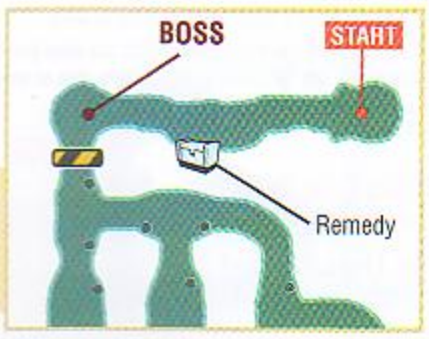
Beware the Poison Tail attacks of the Blood Tastes. Although they may drop a Remedy during the battle, these gains will be for naught if Zack is constantly afflicted with status affects.



3-1-2 MASSIVE MACHINES

Availability: This mission unlocks after successful completion of Mission 3-1-1.

We have received reports of Genesis troops hiding large-scale weapons in the caves. Destroy them and stop their advance!



Mission Success
- ★ **Reward:** Iron Bangle
- ★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
G Assassin	720	214
Heli Gunner	1850	221

Enemy Name	HP	Page No.
Guard Spider	7225	248

STRATAGEM

Equip Thunder materia and run into battle against the mechanical devices. Zack should have little trouble avoiding the Heli Gunner's Spin Attack and the various projectile attacks of the Guard Spider. Stay at a safe distance from the Guard Spider to tempt it into using its EM Field attack, then rush around to its rear and attack with Thunder.

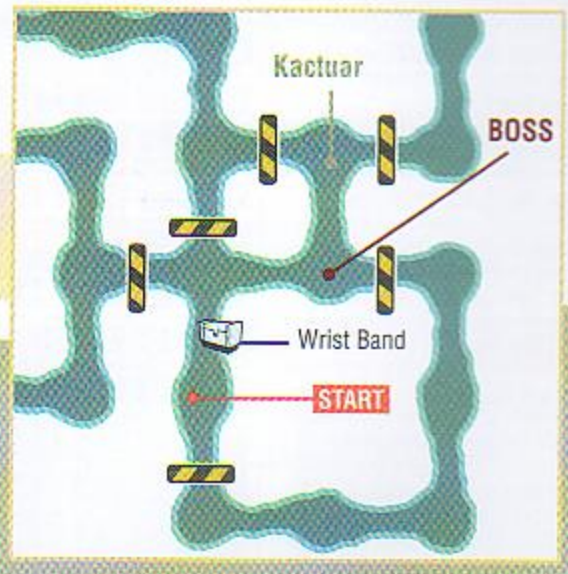


3-1-3 ELIMINATE THE COPIES

Availability: Available at the start of Chapter 3, immediately after returning from Banora.

Genesis troops have been ID'd by scouts on their way to the wasteland. Vanquish this core group and stop the enemy from moving in!

Mission Success
- ★ **Reward:** AP Up
- ★ **Unlocks:** Mission 3-1-4

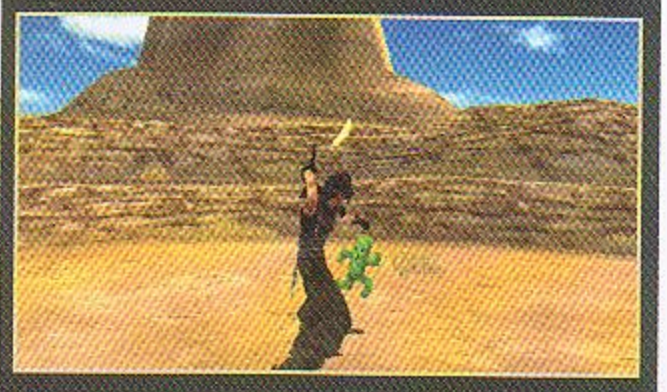


ENEMIES

Enemy Name	HP	Page No.
G Avenger	1230	214
G Eraser	8400	216
Red Saucer I	570	219
Sweeper	3400	224
Kactuar	99	226

STRATAGEM

Run along the edge of the map past the G Eraser standing at the intersection and head north to find the Kactuar. Defeat the Kactuar to unlock Mission 10-1-1, then return to the central area and defeat the G Eraser and two G Avengers. Take out the lesser foes first, then focus on the G Eraser without fear of being attacked from behind.

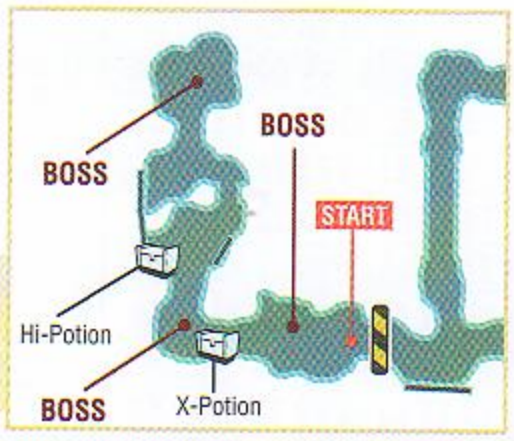


3-1-4 DESTROY THE DEATH MACHINES

Availability: This mission unlocks after successful completion of Mission 3-1-3.

We have found a supply depot of Genesis troops! We can slow their momentum by crushing this base. Destroy the three types of Death Machines in their main arsenal and shut down the base!

Mission Success
- ★ **Reward:** VIT Up
- ★ **Unlocks:** Mission 3-1-5



ENEMIES

Enemy Name	HP	Page No.
Red Saucer I	570	219
Sweeper	3400	224
Pile Machine	10230	224

Enemy Name	HP	Page No.
Cutter Machine	9800	225
Shot Machine	8780	225

STRATAGEM

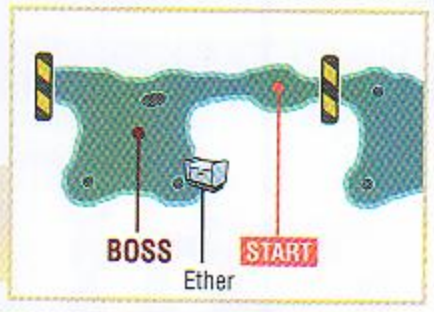
You may fight three mechanical bosses in this mission, but they are spaced far enough apart to allow for proper recovery. Although intimidating, each mech is rather clumsy and highly susceptible to attacks from behind. Keep up the pressure to prevent the mech from launching an attack of its own.

3-1-5 ELIMINATE THE DEATH MACHINES

Availability: This mission unlocks after successful completion of Mission 3-1-4.

Genesis's forces are reorganizing. There seems to be no change in their weaponry, but the troops organized around the Death Machines are not to be trifled with. Attack them before they start mobilizing!

Mission Success
- ★ **Reward:** Mythril Gloves
- ★ **Unlocks:** N/A



ENEMIES

Enemy Name	HP	Page No.
Red Saucer I	570	219
Sweeper	3400	224
Pile Machine	10230	224

Enemy Name	HP	Page No.
Cutter Machine	9800	225
Shot Machine	8780	225

STRATAGEM

Try to separate the three Death Machines in this open space and fight them in one-on-one battles. Lure the Cutter Machine away from the group first, as it is the easiest to defeat with behind-the-back Critical attacks. Focus next on the speedy Pile Machine and fight the Shot Machine last. To prevent the Shot Machine from firing its special Missile attack, continuously slash it in the front.

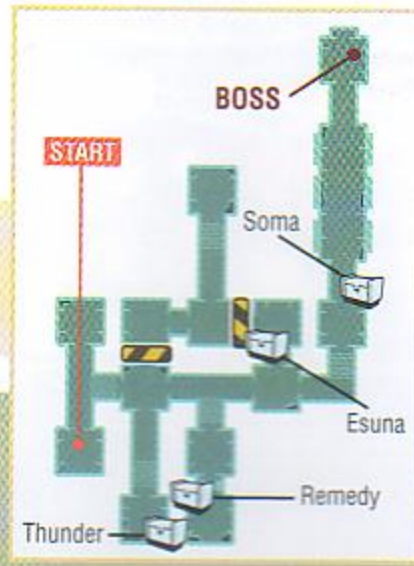


3-1-6 MIDGAR DEFENSE OPERATIONS

Availability: This mission unlocks after Zack returns from the Sector 5 Slums at the start of Chapter 5.

Genesis troops have been sighted in Midgar. The citizenry has been evacuated and the area blocked off. Eradicate the forces before they are able to infiltrate other areas.

Mission Success
- ★ **Reward:** Mystile
- ★ **Unlocks:** N/A



ENEMIES

Enemy Name	HP	Page No.
G Assailant	2040	214
G Warrior	8290	217
Bee Saucer I	1020	220
Moth Slasher	3500	221

STRATAGEM

Use the Steal materia to collect lots of mako stones from the G Assailants and Moth Slashers in the random battles. Just don't get carried away and try to use it against the G Warrior, since trying to steal from him puts Zack at risk of a hefty overhead attack. Instead, lure the G Warrior forward into an attack, then duck behind him to land a couple of Critical strikes.

3-2: MAJOR OFFENSIVES

3-2-1 FOES IN THE SLUMS

Availability: This mission unlocks after Zack ends his vacation at the Junon beach at the start of Chapter 6.

A group of Genesis copies that previously attacked the Shinra Building has escaped into the slums, promising to have their revenge. Head for the slums and make sure that that never happens.

Mission Success
- ★ **Reward:** Lightning Armlet
- ★ **Unlocks:** N/A



ENEMIES

Enemy Name	HP	Page No.
G Attacker	1680	215
G Smasher	8800	217

Enemy Name	HP	Page No.
G Battler	8300	218

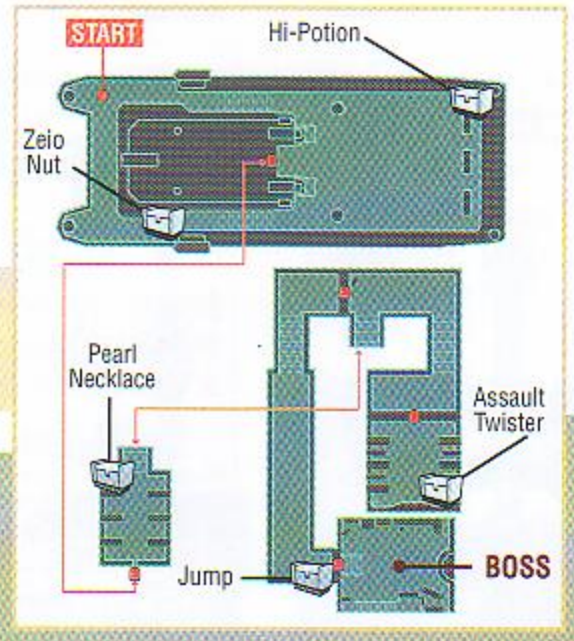
STRATAGEM

Steal from the G Attackers that attack near the starting point, but be prepared for a tougher challenge as you near the boss creature. G Smashers will appear near the chest, then a duo consisting of a G Smasher and G Battler make an appearance. Eliminate the weaker foe in each group, steal from the tougher one, then unload with Assault Twister+ or Death Blade.

3-2-2 TAKE BACK THE CARRIER

Availability: This mission unlocks after Zack returns from Junon and is in the church at the beginning of Chapter 7.

Genesis copies captured for research were being shipped to Midgar by a carrier, but the ship was overrun by the copies. You must get on the carrier, eradicate the Genesis copies, and take back the ship.



Mission Success
★ **Reward:** MP Up++
★ **Unlocks:** Mission 3-2-3 & Mission 10-3-1

ENEMIES

Enemy Name	HP	Page No.
G Diver	3440	216
G Blader	9780	217
Metal Saucer I	1680	220

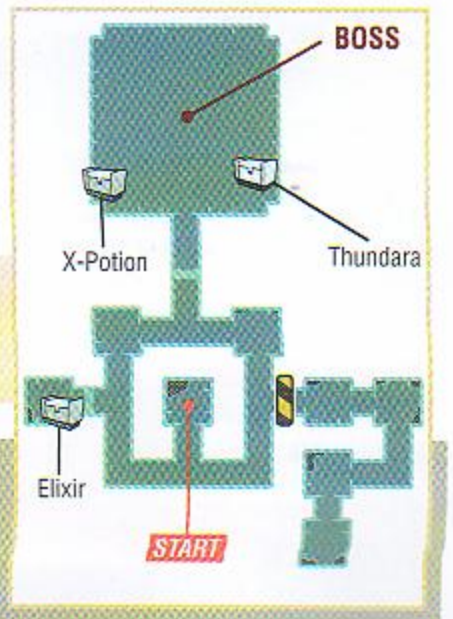
STRATAGEM
Attack the Metal Saucer I units first before they can launch their powerful Gravity attacks, then focus on the G Divers. It's likely that the G Bladers are the only enemies onboard the carrier that Zack can't kill with a single swing of the sword.



3-2-3 RAID THE ENEMY'S STRONGHOLD

Availability: This mission unlocks after successful completion of Mission 3-2-2.

We have uncovered the location to which the Genesis copies were escaping via cargo ship. There is no doubt that they have a stronghold there. Deploy immediately and attack the base!



Mission Success
★ **Reward:** Fire Blade
★ **Unlocks:** Mission 3-2-4

ENEMIES

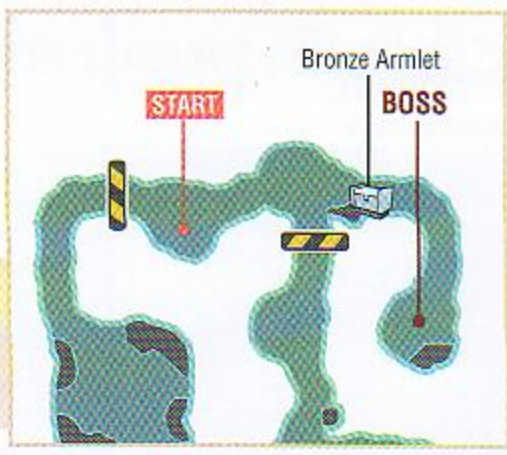
Enemy Name	HP	Page No.
G Trooper	2030	216
G Blader	9780	217
General's Tank	26860	250
Support Machine	1470	250

STRATAGEM
This mission is primarily a rematch against several of the enemies from Junon, in particular the General's Tank. Keep to the rear of the General's Tank to avoid its high-powered cannons and attack with powerful command materia and/or thunder- or fire-based magic.

3-2-4 ENEMY ATTACK PREVENTION

Availability: This mission unlocks after successful completion of Mission 3-2-3.

We have received word of Genesis troops in the underground caves plotting an attack on Shinra facilities. Destroy the Guard Scorpion and put an end to their plans.



Mission Success
★ **Reward:** Thundara Blade
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Metal Saucer I	1680	220
Crazy Saw	5340	222

Enemy Name	HP	Page No.
Guard Scorpion	49180	248

STRATAGEM
This is a rematch between Zack and the Guard Scorpion from the Junon Airport. Cast Regen at the start of the battle and move into position behind the Guard Scorpion. Continue to attack with Assault Twister+ or another high-powered command materia, then guard against the EM Field.

3-2-5 PURSUE THE FOES

Availability: Unlocks at the start of Chapter 9, after Zack escapes the Basement Facility in Shinra Manor.

Genesis copies were sighted in the rocky stretch by the ocean. The area is unpopulated, but we cannot let Genesis troops build another base. Eliminate them!



Mission Success
★ **Reward:** Gris-Gris Bag
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
G Legion	3040	216

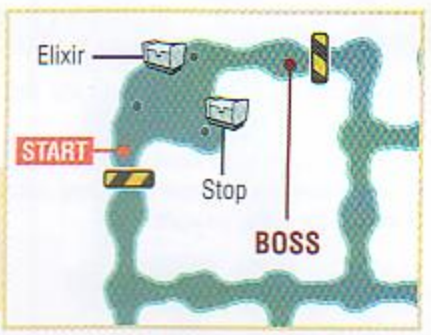
Enemy Name	HP	Page No.
G Deleter	16610	218

STRATAGEM
The G Deleter foes possess a powerful Whirlwind attack that can knock Zack into the air and inflict thousands of HP worth of damage—even with a VIT rating over 200! Finish them off with some high-powered magic attacks and either Assault Twister+ or Aerial Drain. Make sure Zack has at least 6000 HP at all times, in case of a Whirlwind attack.

3-2-6 FOES IN THE WASTELAND

Availability: Unlocks at the start of Chapter 10, after Zack descends into the Depths of Judgment.

The unstoppable momentum of Genesis troops has now reached the wasteland just outside of Midgar. Defeat the commander and stop them from advancing any further!



Mission Success
★ **Reward:** Crystal Gloves
★ **Unlocks:** Mission 3-3-1

ENEMIES

Enemy Name	HP	Page No.
G Slayer	27590	217
G Predator	12460	218

Enemy Name	HP	Page No.
Sky Gunner	8190	221
G Eliminator	65300	252

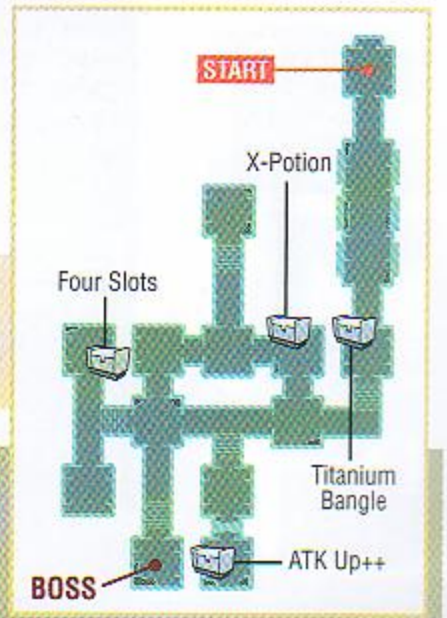
STRATAGEM
Put Hell Thundaga or another powerful magic to use against the Genesis copies and Sky Gunner. Feel free to toy with the G Eliminator before unloading on it with a powerful Costly Punch or Gil Toss.



3-3-1 RED ALERT!

Availability: This mission unlocks after successful completion of Mission 3-2-6.

This is an emergency situation! Genesis troops have raided the basement level of the Shinra Building. Operations are continuing as normal to avoid a panic. The enemy must be kept from entering the upper floors. Head there discreetly and eliminate them forthwith.



Mission Success
- ★ **Reward:** Silver Armlet
- ★ **Unlocks:** Mission 3-3-2

ENEMIES

Enemy Name	HP	Page No.
G Valiant	6845	215
G Slayer	27590	217
G Predator	12460	218
Hunting Hound	6689	229

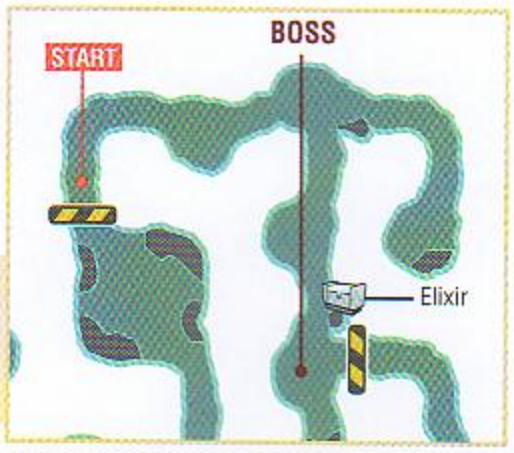
STRATAGEM

A few quick swings of the sword or an Assault Twister+ attack will decimate most of the enemies here. The one exception to this rule is the G-Slayer. Hit this foe with Graviga or Hell Thundaga first to soften him up; otherwise, unload Costly Punch to finish the job.

3-3-2 BASE IN THE CAVERNS

Availability: This mission unlocks after successful completion of Mission 3-3-1.

Genesis troops cannot be stopped. They have set up a base in a cave near Midgar and are preparing for their next attack. Infiltrate the caves and destroy their weapons to quash their plans.



Mission Success
- ★ **Reward:** Firaga Blade
- ★ **Unlocks:** Mission 3-3-3

ENEMIES

Enemy Name	HP	Page No.
G Valiant	6845	215
Crazy Dagger	17432	222

Enemy Name	HP	Page No.
Hunting Hound	6689	229
Red Scorpion	96080	248

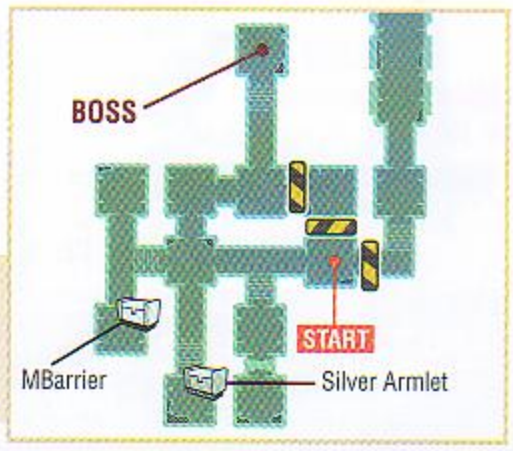
STRATAGEM

The Crazy Daggers can inflict the Stun status effect, so make sure Zack is properly protected. Each foe, including the Red Scorpion, can be bested with any number of attacks. Even standard sword attacks will eventually defeat the Red Scorpion, as long as Zack guards against its Super EM Field and stays away from the guns. That said, a Costly Punch or Graviga attack will work wonders.

3-3-3 SURPRISE ATTACK ON MIDGAR

Availability: This mission unlocks after successful completion of Mission 3-3-2.

A battalion of Genesis copies has commenced a surprise attack on Midgar. The base we previously destroyed appears to have been a decoy. Hurry to the site and smash the Genesis copies.



Mission Success
- ★ **Reward:** Osmoga
- ★ **Unlocks:** Mission 3-3-4

ENEMIES

Enemy Name	HP	Page No.
G Veritas	6771	216
G Devastator	88287	218

Enemy Name	HP	Page No.
Bee Saucer III	1830	220

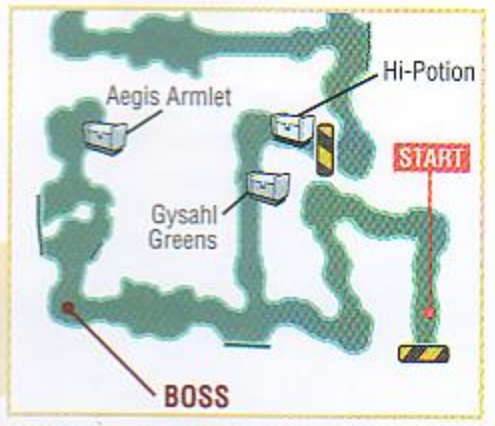
STRATAGEM

The final battle in this mission is against a pair of G Devastators. This Genesis copy has a high VIT rating and can absorb a tremendous amount of damage, even from Costly Punch. Attack with Graviga or one of the Punch attacks to reduce their HP totals, then finish them off with Hell Thundaga or, with the help of the DMW, a Limit Break attack.

3-3-4 ONE BASE AT A TIME

Availability: This mission unlocks after successful completion of Mission 3-3-3.

New sightings of Genesis troops are filtering in. We have no choice but to crush their bases, one by one, to stop their invasion. Head for the caves where they were last seen, and vanquish the enemy.



Mission Success
- ★ **Reward:** Drain Blade
- ★ **Unlocks:** Mission 3-3-5

ENEMIES

Enemy Name	HP	Page No.
G Veritas	6771	216
G Baldor	72380	217

Enemy Name	HP	Page No.
G Devastator	88287	218
Sky Armor	16844	221

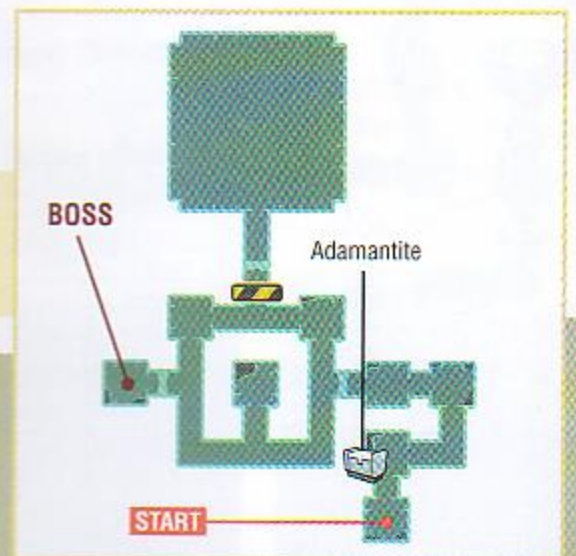
STRATAGEM

Equip Zack with Costly Punch and Hell Thundaga to make things easier. Blast the Sky Armors with Hell Thundaga (try to line them up so that you only have to cast it once) and hit the G Baldors with Costly Punch. The final battle pits Zack against a G Baldor and G Devastator, but they spawn so close together that a quick Costly Punch with Brutal equipped will finish them off.

3-3-5 RUMBLE IN MIDGAR

Availability: This mission unlocks after successful completion of Mission 3-3-4.

The supposed plans by Genesis's main forces to attack Midgar were merely a diversion. A special operations unit has already infiltrated Midgar. Eliminate the enemy on sight.



Mission Success
- ★ **Reward:** Assault Twister+
- ★ **Unlocks:** Mission 3-3-6.

ENEMIES

Enemy Name	HP	Page No.
G Spartan	8240	216
G Baldor	72380	217
G Devastator	88287	218
Sweeper++	24580	224
Sky Armor	16844	221

STRATAGEM

One of the perils in relying on Costly Punch is that if you haven't equipped HP Up items that boost Zack's Max HP to 99999, it's possible to boost too far past his Max HP and render the Costly Punch useless. For situations like this, you need a backup plan. Consider practicing that plan in the final battle here by relying more on spells like Quake, Drainga, and Tri-Thundaga. Also, consider this a reminder to continue using the materia fusion capability to generate larger increases to Zack's Max HP and other vital stats.



3-3-6 REGAIN THE MAKO FACILITY

Availability: This mission unlocks after successful completion of Mission 3-3-5.

A mako excavation facility has been taken over by Genesis troops. If they were to obtain mako energy, it would greatly boost their capabilities. The facility must be taken back at all costs. Eliminate the enemy in the facility.



Mission Success
★ **Reward:** Blast Wave
★ **Unlocks:** Mission 3-4-1

ENEMIES

Enemy Name	HP	Page No.
G Spartan	8240	216
G Baldor	72380	217
Sweeper++	24580	224

Enemy Name	HP	Page No.
Belzecue	9180	228
G Dominator	125200	253

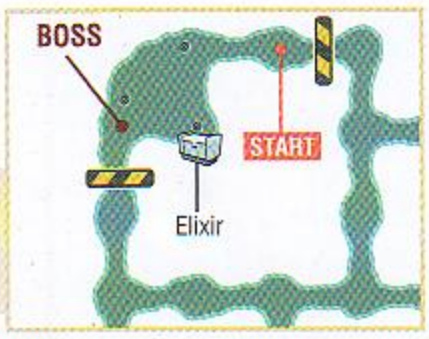
STRATAGEM

Zack encounters numerous G Baldors in these caves, so use Costly Punch or a healthy substitute! Since G Baldora is immune to Graviga, you can hit him with the Energy attack. This multiple-shot energy spell hits twice, then continues toward other enemies. Its homing ability makes it especially helpful against twin G Baldors! Lastly, the Energy attack can hit the G Dominator three times, doling out upwards of 20000 HP with each cast. It's definitely not as powerful as Costly Punch, but it's a nice option.

3-4-1 REGAIN SHINRA'S MATERIA

Availability: This mission unlocks after successful completion of Mission 3-3-6.

Some of the weapons possessed by Genesis troops have apparently been powered up with materia stolen from Shinra. Sneak into the enemy's base, destroy their weapons, and get our materia back.



Mission Success
★ **Reward:** Electrocute
★ **Unlocks:** Mission 3-4-2

ENEMIES

Enemy Name	HP	Page No.
G Spartan	8240	216
Shooter Machine	33205	225

Enemy Name	HP	Page No.
Belzecue	9180	228

STRATAGEM

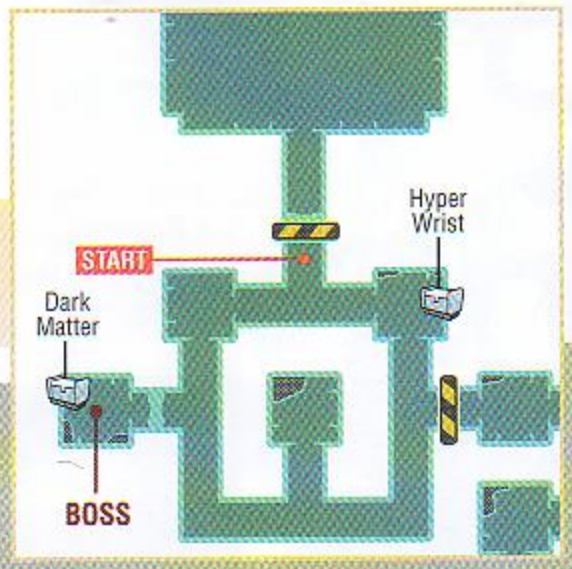
Stick to the edge of the canyon to avoid any unnecessary battles with Belzecues as you approach the Shooter Machine. Cast Quake or Energy as soon as possible, then switch to Hell Thundaga or Tri-Thundaga to finish off the Shooter Machines. These particular machines are loaded with various firearms, so stay on the move and always run perpendicular to them and not towards or away.



3-4-2 POWERED-UP COPIES

Availability: This mission unlocks after successful completion of Mission 3-4-1.

Powered-up copies of Genesis have been confirmed. We had predicted that Genesis's forces would fortify themselves with these copies, and facing defeat at their hands is not an option. Eliminate the battalion.



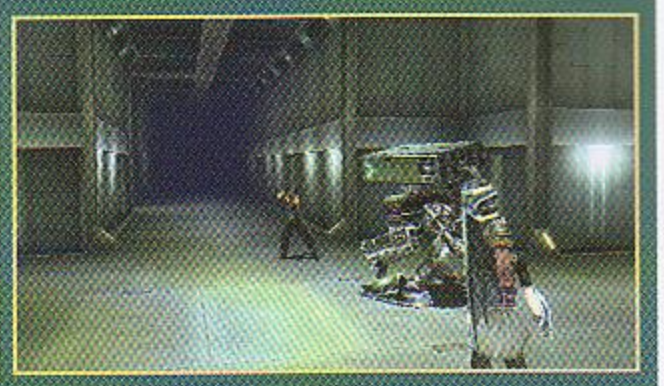
Mission Success
★ **Reward:** Death Jump
★ **Unlocks:** Mission 3-4-3

ENEMIES

Enemy Name	HP	Page No.
G Prowler	7675	215
Metal Saucer III	4786	221
Shooter Machine	33205	225

STRATAGEM

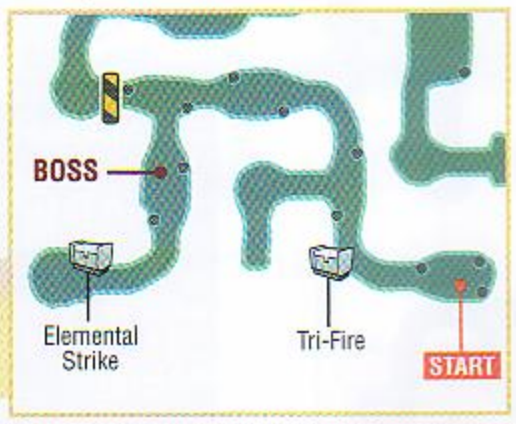
The G Prowlers might not have a lot of HP, but they put up a pretty good fight. Cast Wall if Zack isn't wearing the Protect Ring, then hit them with Assault Twister+ or another powerful attack that can inflict moderately high damage to a number of enemies simultaneously.



3-4-3 REINFORCED COPIES

Availability: This mission unlocks after successful completion of Mission 3-4-2.

Genesis troops are successfully powering up their copies, and we have found a battalion led by copies of extraordinary magnitude. They may be formidable, but you must fight and eliminate them.



Mission Success
★ **Reward:** Mythril x3
★ **Unlocks:** Mission 3-4-4

ENEMIES

Enemy Name	HP	Page No.
G Prowler	7675	215
G General	164430	217

Enemy Name	HP	Page No.
Metal Saucer III	4786	221
Spitfire	22205	221

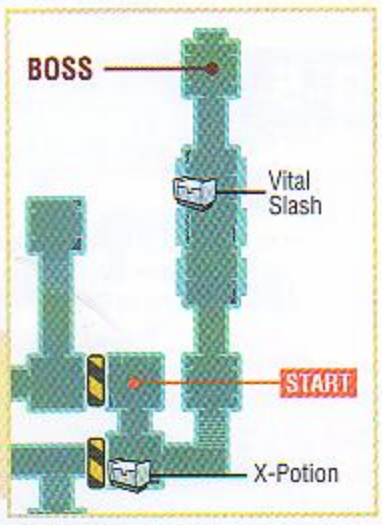
STRATAGEM

There should be little trouble making it past the weaker foes as Zack journeys to the G General, this mission's boss. The G General is a tough creature to defeat due to its use of Barrier and MBarrier. Without a Dispel Blade or similar materia equipped, you must wait for a Limit Break via the DMW or the protective status effect to wear off. In the meantime, G General will attack with slashing combos and occasional gunfire. Stay close to the enemy to minimize the risk of gunfire and dodge out of the way of its sword attacks.

3-4-4 RETURN TO MIDGAR

Availability: This mission unlocks after successful completion of Mission 3-4-3.

We have discovered that one of Genesis's special units has quietly snuck into inner Midgar. Conduct a raid on their hideout and vanquish Genesis's forces before they make a move.



Mission Success
★ **Reward:** Flare
★ **Unlocks:** Mission 3-4-5

ENEMIES

Enemy Name	HP	Page No.
G Prowler	7675	215
G General	164430	217
G Guardian	60245	218

Enemy Name	HP	Page No.
Metal Saucer III	4786	221
Hell Slasher	41245	222

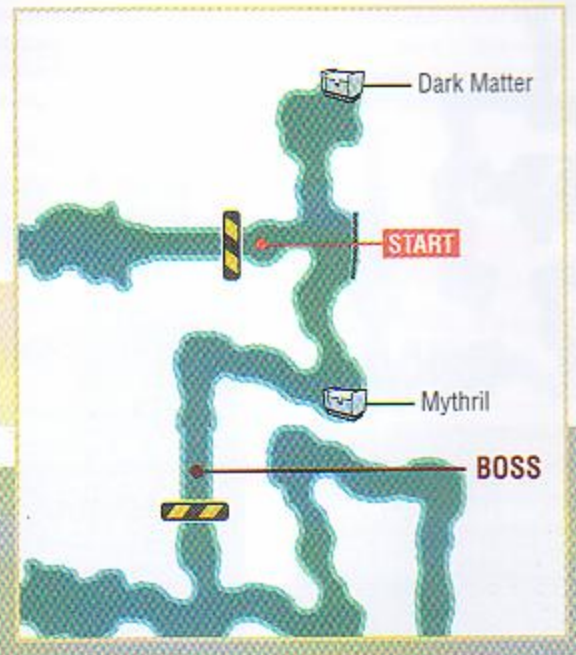
STRATAGEM

Equip the Dispel Blade and learn to rely on it when facing the G Generals, as they will cast protective barriers for themselves. Having a strong Hell Thundaga or Quake spell makes navigating the corridors easier, but nothing beats the Dispel Blade for this mission.

3-4-5 DESTROY THE COPY FACTORY

Availability: This mission unlocks after successful completion of Mission 3-4-4.

We have discovered one of Genesis's bases where toughened copies are being produced. We must prevent them from strengthening their forces. Eliminate the enemy inside the base.



Mission Success
- ★ **Reward:** Adamantite x3
- ★ **Unlocks:** Mission 3-4-6

ENEMIES

Enemy Name	HP	Page No.
G Centurion	18435	217
G Guardian	60245	218
Hellhound	12240	228
Hell Slasher	41245	222

STRATAGEM

This is a good time to mention that the Ribbon accessory doesn't protect against Death, so equip the Safety Bit. Several of the enemies have instant-death capabilities, so equip Zack accordingly! To win these battles, cast a high-powered Quake spell to eliminate the lesser foes, then follow up by casting Hell Thundaga once or twice to finish off the tougher enemies. Remember that Quake will not harm the Hell Slasher because it hovers above the ground.



3-5: THE STRONGEST COPIES

3-4-6 STRONGEST COPIES YET

Availability: This mission unlocks after successful completion of Mission 3-4-5.

Despite the destruction of one of their factories, Genesis troops have sent new types of Genesis copies to the frontlines. Only SOLDIER can take them out. Destroy the new copies!



Mission Success
- ★ **Reward:** SP Turbo Magic
- ★ **Unlocks:** Mission 3-5-1

ENEMIES

Enemy Name	HP	Page No.
G Centurion	18435	217
G Guardian	60245	218

Enemy Name	HP	Page No.
Hellhound	12240	228
G Purgatorio	102850	219

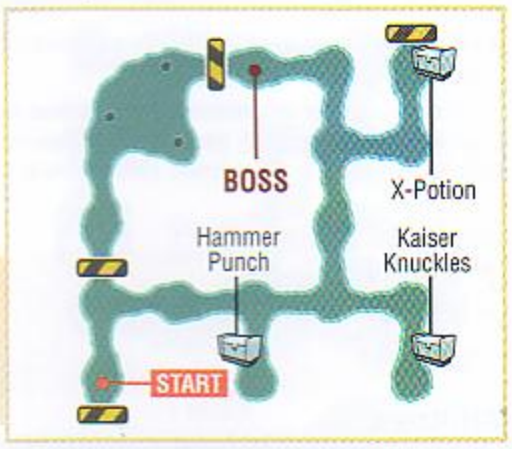
STRATAGEM

Zack will still need protection against devastating attacks, since the Hellhounds are prowling this area. Equip Safety Bit and Protect Ring to avoid taking a lethal amount of damage. Quake and Hell Thundaga are great choices, especially during the fight against G Purgatorio. This foe is susceptible to Costly Punch, but it can be difficult to hit due to its speed.

3-5-1 INTERCEPT THE COPIES

Availability: This mission unlocks after successful completion of Mission 3-4-6.

Mass production has begun on new Genesis copies. A team of these new monstrosities is fast approaching Midgar even as we speak. We can't allow them to get any closer, so go now and eliminate this army of copies!



Mission Success
- ★ **Reward:** Hero Drink x3
- ★ **Unlocks:** Mission 3-5-2

ENEMIES

Enemy Name	HP	Page No.
G Centurion	18435	217
G Guardian	60245	218

Enemy Name	HP	Page No.
Hellhound	12240	228
G Purgatorio	102850	219

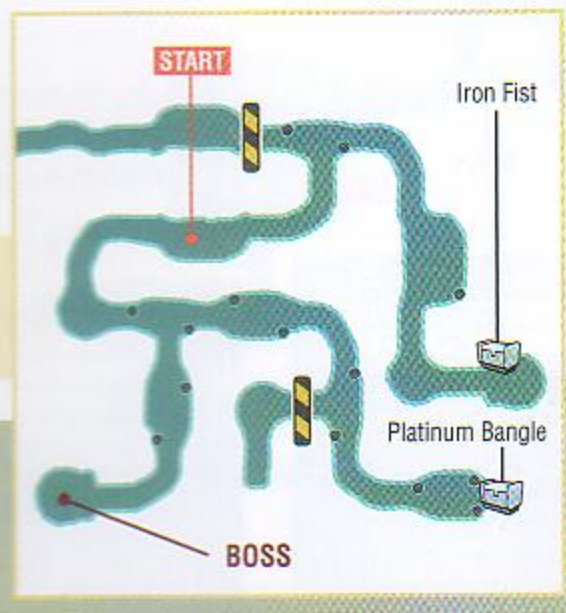
STRATAGEM

This mission features the same enemies as the previous one. Follow the same tactics of using Quake and Hell Thundaga to eliminate the lesser enemies. Just don't neglect the two G Centurions when facing the G Purgatorio at the end—cast Quake to eliminate the foot soldiers, then finish off the tougher beast with Costly Punch.

3-5-2 ATTACK THE COPIES' BASE

Availability: This mission unlocks after successful completion of Mission 3-5-1.

There seems to be no end to how far Genesis's forces will go to strengthen their copies. We have new intel on a base inside the caves organizing yet another copy army. Hurry to the caves and vanquish them!



Mission Success
- ★ **Reward:** Hero Drink x2
- ★ **Unlocks:** Mission 3-5-3

ENEMIES

Enemy Name	HP	Page No.
G Intruder	27850	215
Bee Saucer IV	13484	220
G Purgatorio	102850	219

STRATAGEM

Zack can slice through the Bee Saucer IV machines with ease by using Assault Twister+, and Costly Punch is effective against the numerous G Purgatorios. The newly discovered G Intruders, although quite skilled with a knife, are no match for the Quake spell. A single attack with Quake is all it takes to drop the four G Intruders in the boss battle.



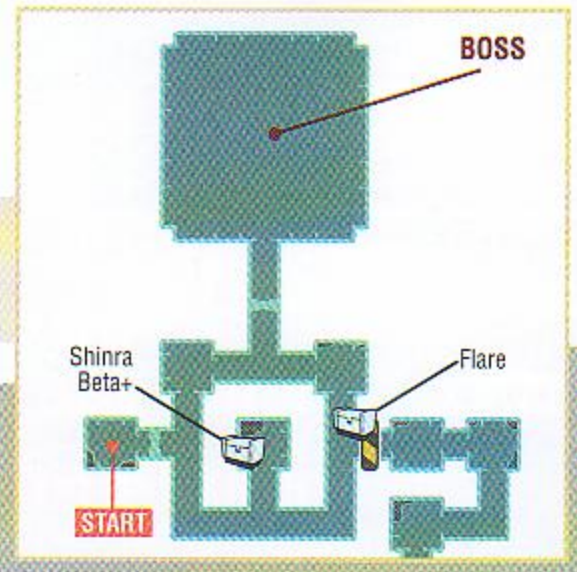


3-5-3 GENESIS'S SPECIAL OPS UNIT

Availability: This mission unlocks after successful completion of Mission 3-5-2.

A special operations unit with a new Genesis copy as its commander has entered Midgar. They seem to be planning another attack on the Shinra Building, but the Turks have discovered their hideout. Head to the site immediately and eradicate the enemy!

Mission Success
★ **Reward:** Wall (Master, MAG +60)
★ **Unlocks:** Mission 3-5-4



ENEMIES

Enemy Name	HP	Page No.
G Intruder	27850	215
Bee Saucer IV	13484	220
G Hetairos	418750	253
G Purgatorio	102850	219

STRATAGEM
The G Hetairos has a number of attacks at its disposal, including a Claw Attack and Tri-Fire in addition to its species' trademark Stranglehold special attack. It's important to balance the need to dodge and guard against attacks with the need to get close to use Costly Punch. G Hetairos won't use Tri-Fire frequently enough to warrant equipping a Blaze Armlet, so opt for the Protect Ring and Faerie Ring. Hit the beast with as many Costly Punches as possible and throw a Quake spell when fighting from a distance. Hell Thundaga isn't a bad choice for finishing off the beast.

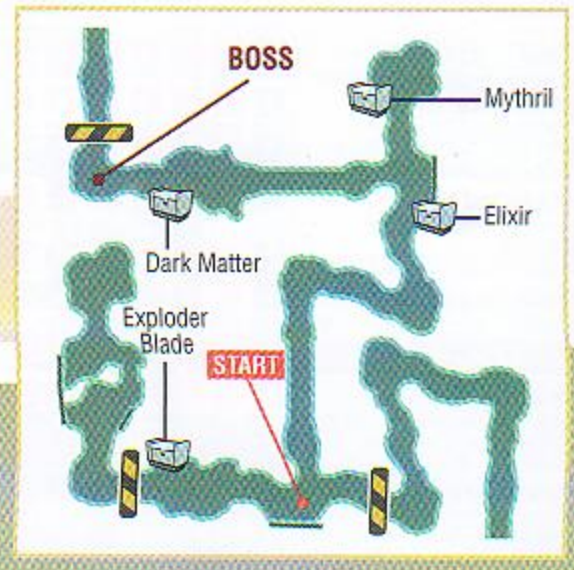


3-5-4 CHASE THE COPIES

Availability: This mission unlocks after successful completion of Mission 3-5-3.

With the continuous stream of copies successfully defeated, Genesis troops have been cleaned out of the Midgar area. Let us take advantage of our momentum. Raid the newly found base and smash the remnants!

Mission Success
★ **Reward:** Ultima
★ **Unlocks:** Mission 3-5-5



ENEMIES

Enemy Name	HP	Page No.
G Intruder	27850	215
Bee Saucer IV	13484	220
G Enforcer	112850	218

STRATAGEM
The G Enforcer will do what it can to drain Zack's HP, so attack with Quake to interrupt its first attack and to annihilate the G Intruders that accompany it. Follow this up with Costly Punch to win the battle.

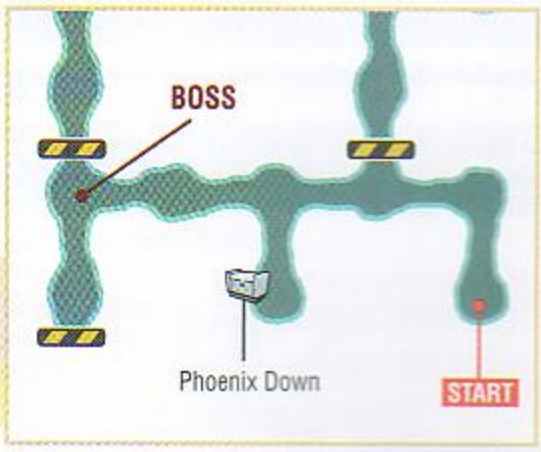


3-5-5 DEFEAT THE COPIES

Availability: This mission unlocks after successful completion of Mission 3-5-4.

Both SOLDIER and Shinra troops are destroying Genesis's bases one after another. In retaliation, the remnants seem to be planning a focused attack against the Shinra troops. Vanquish the remnants before they gather!

Mission Success
★ **Reward:** Fat Chocobo Feather x3
★ **Unlocks:** Mission 3-5-6



ENEMIES

Enemy Name	HP	Page No.
G Hoplite	48580	215
G Enforcer	112850	218

Enemy Name	HP	Page No.
G Hetairos	418750	253

STRATAGEM
Stay close to the rocks on the edge of the paths to avoid a fight with the G Hetairos again and head west to the half-dozen G Hoplites in the distance. Cast a couple of Quake spells to eliminate a lot of them; try to take a step or two toward them before issuing the command in order to reach them. Also, equip an item that protects against Stop.



3-5-6 THE LAST OF THE GENESIS TROOPS

Availability: This mission unlocks after successful completion of Mission 3-5-5.

Genesis troops, which have lost most of their momentum, have been hiding out in their last base, developing the strongest Genesis copies yet. We have discovered the location of this base. Vanquish the copies and eradicate the enemy!

Mission Success
★ **Reward:** SP Turbo Attack
★ **Unlocks:** N/A



ENEMIES

Enemy Name	HP	Page No.
G Hoplite	48580	215
G Renegade	232400	217

Enemy Name	HP	Page No.
G Enforcer	112850	218
Crazy Sword	102500	222

STRATAGEM
One major threat in this mission is the Crazy Sword foe and its Drill attack. This devastating attack can inflict Death if Zack isn't protected with the Safety Bit or a similar item. And even if he is protected, the Crazy Sword can still dish out some serious damage! For that reason, we strongly encourage the use of a Phoenix Down just in case. Having Zack in Raise status will go a long way toward ensuring the completion of this mission. As for the G Renegade, use Costly Punch to hit for 99999 HP at a time, but destroy the Crazy Sword first. Lastly, venture toward the southwestern corner of the area to claim the 200000 gil from the chest.

TO END THE WAR WITH WUTAI

Mission Directory

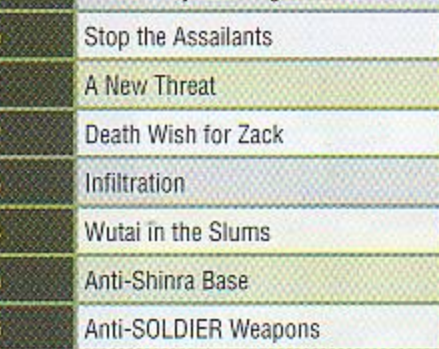
Subcategory	Code Number	Mission Name	Availability	Suggested Level	Reward
4-1: Pursue the Remnants	4-1-1	Wutai Units Found	1 2 3 4 5 6 7 8 9 10	6	Elixir
	4-1-2	Anti-SOLDIER Monsters	1 2 3 4 5 6 7 8 9 10	8	Bulletproof Vest
	4-1-3	Pursue the Deserters	1 2 3 4 5 6 7 8 9 10	11	Libra
	4-1-4	Wutai Remnants in the Slums	1 2 3 4 5 6 7 8 9 10	16	Muscle Belt
	4-1-5	Stop the Intruders	1 2 3 4 5 6 7 8 9 10	19	Mute Shock
	4-1-6	Search for Wutai Remnants	1 2 3 4 5 6 7 8 9 10	24	Poison Blade
4-2: Behind the Scenes	4-2-1	Foes in the Corel Mines	1 2 3 4 5 6 7 8 9 10	27	Lightning Armlet
	4-2-2	Remnants in the Slums	1 2 3 4 5 6 7 8 9 10	33	Gold Armlet
	4-2-3	Foes Inside Shinra Building	1 2 3 4 5 6 7 8 9 10	36	Blaze Armlet
	4-2-4	March into Wutai	1 2 3 4 5 6 7 8 9 10	38	AP Up++
	4-2-5	Stubborn Wutai Remnants	1 2 3 4 5 6 7 8 9 10	44	Sprint Shoes
	4-2-6	The Five Saints of Wutai	1 2 3 4 5 6 7 8 9 10	50	Wutai Secret Shop
4-3: The Crescent Unit	4-3-1	Defeat the Scout Units	1 2 3 4 5 6 7 8 9 10	17	Poison Twister
	4-3-2	Obliterate Advance Elements	1 2 3 4 5 6 7 8 9 10	18	System Shock
	4-3-3	Foes in the Wutai Base	1 2 3 4 5 6 7 8 9 10	21	Power Wrist
	4-3-4	Mobile Units	1 2 3 4 5 6 7 8 9 10	24	Diamond Bracelet
	4-3-5	The Enemy's Stronghold	1 2 3 4 5 6 7 8 9 10	26	Death
	4-3-6	Stop the Assailants	1 2 3 4 5 6 7 8 9 10	28	Mountain Chocobo Armlet
4-4: The Remnants Strike Again	4-4-1	A New Threat	1 2 3 4 5 6 7 8 9 10	56	Hero Drink x2
	4-4-2	Death Wish for Zack	1 2 3 4 5 6 7 8 9 10	61	Darkness
	4-4-3	Infiltration	1 2 3 4 5 6 7 8 9 10	67	Adamantite x5
	4-4-4	Wutai in the Slums	1 2 3 4 5 6 7 8 9 10	70	Gil Toss
	4-4-5	Anti-Shinra Base	1 2 3 4 5 6 7 8 9 10	74	Hero Drink x3
	4-4-6	Anti-SOLDIER Weapons	1 2 3 4 5 6 7 8 9 10	77	Moon Bracer
4-5: Annihilate the Crescent Unit	4-5-1	Neutralize the Commander	1 2 3 4 5 6 7 8 9 10	84	Tri-Thundaga
	4-5-2	Last of the Wutai	1 2 3 4 5 6 7 8 9 10	91	Platinum Bangle
	4-5-3	Crush the Crescent Unit	1 2 3 4 5 6 7 8 9 10	98	Dispel Blade
	4-5-4	Crescent Unit Annihilation	1 2 3 4 5 6 7 8 9 10	99	Goblin Punch
	4-5-5	Before They Regroup	1 2 3 4 5 6 7 8 9 10	99	Royal Crown
	4-5-6	Wutai Suppression	1 2 3 4 5 6 7 8 9 10	99	Magical Punch

4-1: PURSUE THE REMNANTS

4-1-1 WUTAI UNITS FOUND

Availability: Available at the start of Chapter 2, immediately after returning from Fort Tamblin.

We have spotted a detached Wutai army unit on the outskirts of Wutai. We want to prevent any further incidents from them in an already chaotic political environment. Vanquish them before they make a move.



Mission Success

★ **Reward:** Elixir

★ **Unlocks:** Mission 4-1-2

ENEMIES

Enemy Name	HP	Page No.
Wutai Private	178	210
Wutai Sergeant	575	211

Enemy Name	HP	Page No.
Foulander	482	229

STRATAGEM

Equip the Fire Armlet and either the VIT Up or Assault Twister materia (found during the visit to Fort Tamblin) and rush to the center of battle. Take out the Wutai Sergeant first, then finish off the Foulanders with rapid attacks and Assault Twister.



4-1-2 ANTI-SOLDIER MONSTERS

Availability: This mission unlocks after successful completion of Mission 4-1-1.

A detached Wutai force has trained monsters to specifically fight SOLDIER operatives. Defeat the anti-SOLDIER creatures and eliminate the remnants.



Mission Success

★ **Reward:** Bulletproof Vest

★ **Unlocks:** Mission 4-1-3

ENEMIES

Enemy Name	HP	Page No.
Wutai Private	178	210
Wutai Sergeant	575	211

Enemy Name	HP	Page No.
Vajradhara Tai	2900	230
Vajradhara Wu	2900	230

STRATAGEM

The Vajradhara creatures pack quite a punch and work together to attack with their Twin Tomahawk attack, so don't get caught between them. Instead, evade their attacks and move in behind them to unleash the Assault Twister attack.



4-1-3 PURSUE THE DESERTERS

Availability: This mission unlocks after successful completion of Mission 4-1-2.

Fort Tamblin has fallen, but many of their fighters have escaped. They refuse to disarm in an attempt to maintain the resistance. Allowing this to continue would only sow chaos. A swift elimination is in order.



Mission Success
★ **Reward:** Libra
★ **Unlocks:** Mission 4-1-4

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Jia	691	210
Wutai Staff Sergeant	3350	211

Enemy Name	HP	Page No.
Balo Balo	2180	229

STRATAGEM
Although there is a considerable difference in HP between the Wutai Staff Sergeant and his lesser Wutai brethren, they can all fire guns and inflict damage. Eliminate the Wutai Soldier Jia as soon as each combat sequence appears, then focus on the tougher foe in a one-on-one situation.

4-1-4 WUTAI REMNANTS IN THE SLUMS

Availability: This mission unlocks after successful completion of Mission 4-1-3.

An escaped Wutai trooper is hiding in the slums of Midgar. He seems to have joined with an anti-Shinra element based in the slums, planning a strike against the Shinra Building. You must quickly eliminate the threats before they have a chance to make their move.



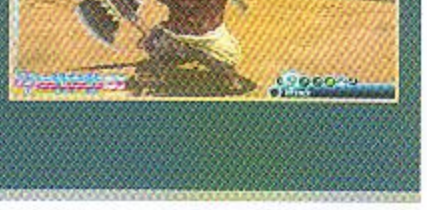
Mission Success
★ **Reward:** Muscle Belt
★ **Unlocks:** Mission 4-1-5

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Jia	691	210
Wutai Staff Sergeant	3350	211

Enemy Name	HP	Page No.
Balo Balo	2180	229

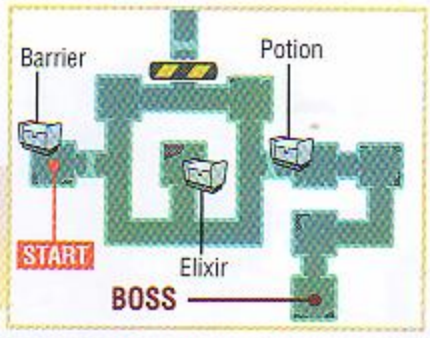
STRATAGEM
The Wutai Soldier Jia and Staff Sergeants are more formidable than the low-level Wutai personnel from previous fights. Try to isolate the Wutai Soldier Jias first, as they have the least HP. Next, focus on any Balo Balo foes so there is no need to worry about magic attacks when fighting the Wutai Staff Sergeants.



4-1-5 STOP THE INTRUDERS

Availability: This mission unlocks after successful completion of Mission 4-1-4.

Most of the Wutai remnants hiding in the slums have been suppressed, but a group has slipped through Shinra's noose and is now headed for the Shinra Building. Eliminate all Wutai fighters in the city streets.

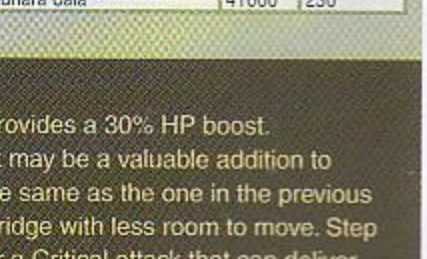


Mission Success
★ **Reward:** Mute Shock
★ **Unlocks:** Mission 4-1-6

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Yi	1272	210
Wutai Corporal	4280	211

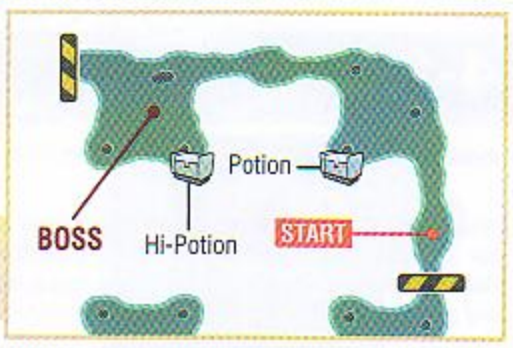
STRATAGEM
The final battle with a Wutai Corporal and six Wutai Soldier Yi units can be a bit intimidating. For best results, focus on the Wutai Soldier Yi units nearest the Wutai Corporal to diminish their numbers while also inflicting damage on the toughest foe. Top off Zack's HP before approaching the boss and don't stop swinging his sword once you're engaged in combat unless absolutely necessary.



4-1-6 SEARCH FOR WUTAI REMNANTS

Availability: This mission unlocks after successful completion of Mission 4-1-5.

Information from several sources points to the existence of Wutai remnants in Fort Condor. Although facts cannot be confirmed at this time, it seems entirely feasible. Go to Fort Condor and conduct an investigation.



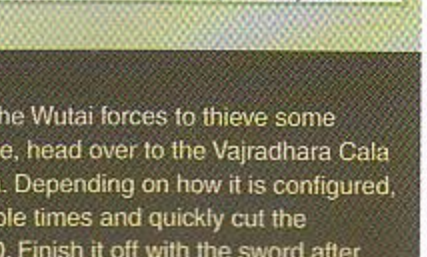
Mission Success
★ **Reward:** Poison Blade
★ **Unlocks:** Mission 4-2-1

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Bing	2227	210
Wutai Sergeant Major	4258	211

Enemy Name	HP	Page No.
Vajradhara Cala	41600	230

STRATAGEM
The Vajradhara Cala, an extremely tough foe, has a devastating Tomahawk Boomerang attack. Equip any HP Up, VIT Up, and ATK Up materia in your possession and keep Zack's HP above 2000 at all times. For as tough as the Vajradhara Cala is, it is possible to get behind it and hack at his backside for thousands of HP worth of damage with each swing.

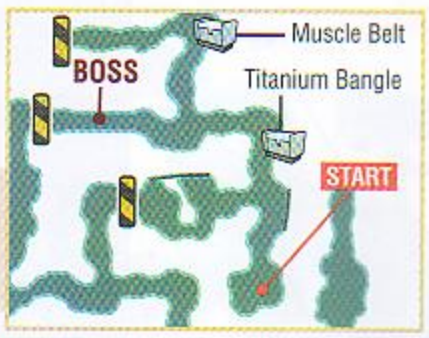


4-2: BEHIND THE SCENES

4-2-1 FOES IN THE COREL MINES

Availability: This mission unlocks after successful completion of Mission 4-1-6.

A group of Wutai remnants, different from the one we were pursuing before, is massing in the Corel Mines. Go to Corel immediately and stop the remnants in their tracks.



Mission Success
★ **Reward:** Lightning Armlet
★ **Unlocks:** Mission 4-2-2

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Bing	2227	210
Wutai Sergeant Major	4258	211

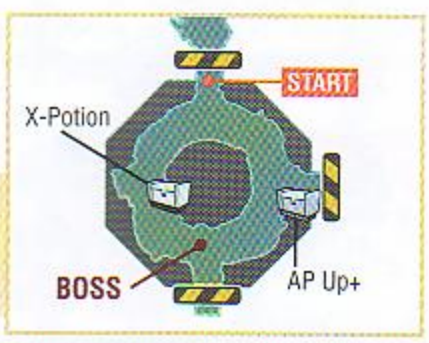
Enemy Name	HP	Page No.
Vajradhara Cala	41600	230

STRATAGEM
The Titanium Bangle (found in the first chest) provides a 30% HP boost. Depending on when you attempt this mission, it may be a valuable addition to your accessories. The Vajradhara Cala fights the same as the one in the previous mission; however, this battle takes place on a bridge with less room to move. Step behind the beast and unload with Vital Slash for a Critical attack that can deliver nearly double the normal Critical attack damage.

4-2-2 REMNANTS IN THE SLUMS

Availability: This mission unlocks after successful completion of Mission 4-2-1.

Wutai remnants are hiding in the slums again. They have joined forces with other anti-Shinra elements, but now have large anti-SOLDIER weapons in their arsenal. Eradicate them before they make a move.



Mission Success
★ **Reward:** Gold Armlet
★ **Unlocks:** Mission 4-2-3

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Bing	2227	210
Wutai Sergeant Major	4258	211

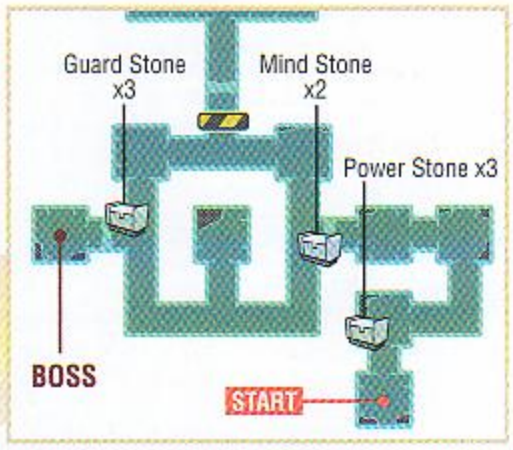
Enemy Name	HP	Page No.
Vajradhara Cala	41600	230

STRATAGEM
Equip the Steal and Graviga materia and fight the Wutai forces to thieve some mako stones and Potions. During the main battle, head over to the Vajradhara Cala and hit it several times with the Graviga materia. Depending on how it is configured, it's possible to inflict up to 9999 HP with it multiple times and quickly cut the monster's impressive HP tally down to just 4500. Finish it off with the sword after using Steal to pilfer its valuable item.

4-2-3 FOES INSIDE SHINRA BUILDING

Availability: This mission unlocks after successful completion of Mission 4-2-2.

The Wutai remnants in the slums were decoys. A detached unit has entered the basement level of the Shinra Building. Head to the site immediately and eradicate the Wutai remnants.



Mission Success
- ★ **Reward:** Blaze Armlet
- ★ **Unlocks:** Mission 4-2-4

ENEMIES

Enemy Name	HP	Page No.	Enemy Name	HP	Page No.
Wutai Soldier Ding	3280	210	Bajang	10350	229
Wutai Sergeant Major	4258	211	Vajradhara Rakshasa	44040	230

STRATAGEM

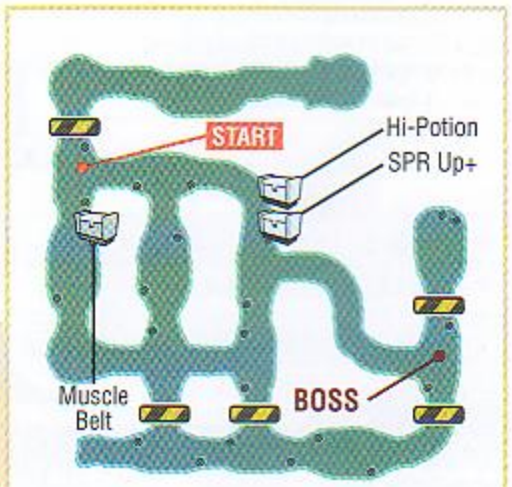
Gather the various items from the chests and prepare Zack's Graviga materia for the battle against the Vajradhara Rakshasa. This beast possesses some truly ground-rattling attacks that can cause well over 1000 HP worth of damage to Zack even if he isn't nearby, so always have a Hi-Potion or Cura on hand.



4-2-4 MARCH INTO WUTAI

Availability: This mission unlocks after successful completion of Mission 4-2-3.

With the Wutai remnants eliminated from Midgar, Shinra troops are gearing up to march into Wutai and hunt down any remnants of anti-Shinra elements. SOLDIER will provide support in this operation. Head for Wutai and attack the anti-Shinra base.



Mission Success
- ★ **Reward:** Sprint Shoes
- ★ **Unlocks:** Mission 4-2-6

ENEMIES

Enemy Name	HP	Page No.	Enemy Name	HP	Page No.
Wutai Soldier Ding	3280	210	Bajang	10350	229
Wutai Captain	4654	211	Vajradhara Indra	52612	231

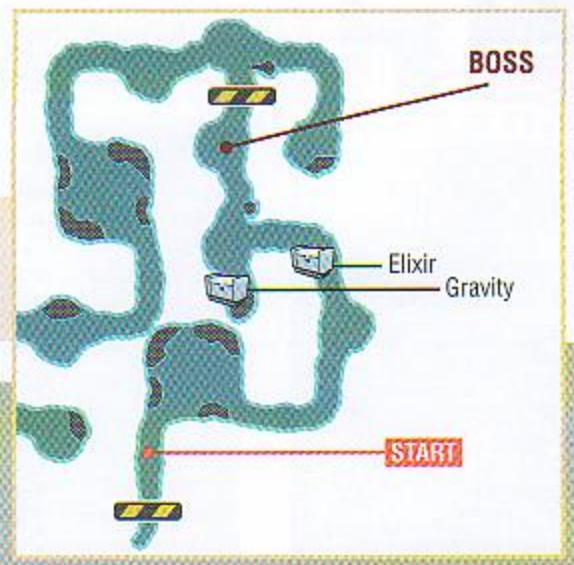
STRATAGEM

The Vajradhara Indra's Mace Boomerang attack can inflict over 2000 HP worth of damage, even with a high-level VIT Up equipped. Cast Graviga as often as possible right from the start to reduce the beast's HP. Keep Zack's HP above several thousand and finish off the Vajradhara Indra with either a Limit Break (if you get lucky), or a few sword slashes.

4-2-5 STUBBORN WUTAI REMNANTS

Availability: This mission unlocks after successful completion of Mission 4-2-4.

While Shinra troops have crushed one Wutai remnant base after another, one has maintained its resistance and fends off any Shinra attack. The Shinra troops have asked for SOLDIER's assistance. Head there immediately and crush the base.



Mission Success
- ★ **Reward:** Sprint Shoes
- ★ **Unlocks:** Mission 4-2-6

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Ding	3280	210
Wutai Captain	4654	211
Bajang	10350	229
Vajradhara Indra	52612	231

STRATAGEM

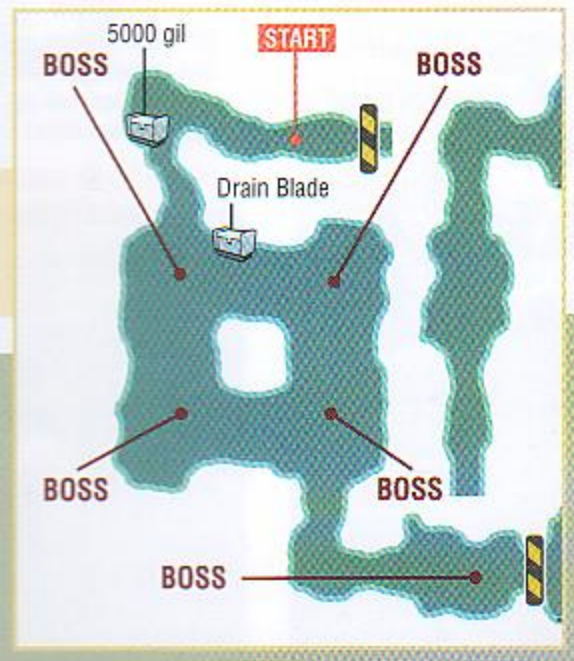
There are more Vajradhara Indra foes in this battle, so have a Regen or Curaga equipped to counter the damage caused by the Mace Boomerang attack. Zack can dodge the Vajradhara Indra's other attacks and inflict multiple Critical attacks against this creature, but the Mace Boomerang poses a grave threat.



4-2-6

Availability: This mission unlocks after successful completion of Mission 4-2-5.

Wutai remnants are apparently under orders from entities dubbed the Five Saints of Wutai. Defeating them would put an end to our conflict with the remnants. Sneak into their base, and eliminate the Five Saints of Wutai.



Mission Success
- ★ **Reward:** Wutai Secret Shop
- ★ **Unlocks:** Mission 4-4-1

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Ding	3280	210
Wutai Captain	4654	211
Crescent Unit Primus	55555	213
Crescent Unit Secundus	55555	213
Crescent Unit Tertius	66666	213
Crescent Unit Quartus	66666	213
Crescent Unit Auintus	77777	213
Bajang	10350	229

STRATAGEM

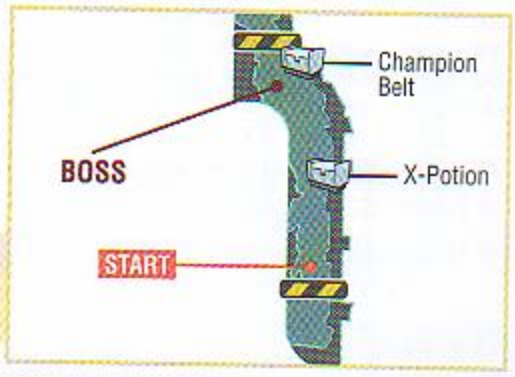
To pull off the following strategy, make sure Zack has enough MP and a high ATK rating. After being introduced to one of the Five Saints of Wutai, dodge his opening attack and counter with a blast from Hell Thundaga. Depending on Zack's stats and level, this may cause as much as 9000 HP worth of damage. Hit the enemy a couple more times with Hell Thundaga, then rush forward and attack with the sword.

It's important to complete this mission and gain access to the Wutai Secret Shop right away. You can purchase the Status Strike and Status Ward materia from that shop. When equipped with Hell Thundaga, Hell Blizzaga or Hell Firaga, these materia will guarantee that every sword strike (you don't even need to use the equipped magic) has a chance of inflicting a status effect, plus Zack will be protected from all status effects, including Death! Use the Wutai Secret Shop to buy new materia after mastering one so that you can fuse two Master-level materia together to increase their stats!

4-3-1 DEFEAT THE SCOUT UNITS

Availability: This mission unlocks after capturing the first Wutai spy located in LOVELESS Avenue during Chapter 5. Talk to SOLDIER 2nd Class on LOVELESS Avenue for assignment.

The Wutai spy apprehended at LOVELESS Avenue has provided us with information about Crescent Unit scouts hiding in the slums of Sector 5. Hurry there and eradicate the scouts.



Mission Success
★ **Reward:** Poison Twister
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Jia	691	210
Wutai Unit Novus	4870	212

Enemy Name	HP	Page No.
Balo Balo	2180	229

STRATAGEM

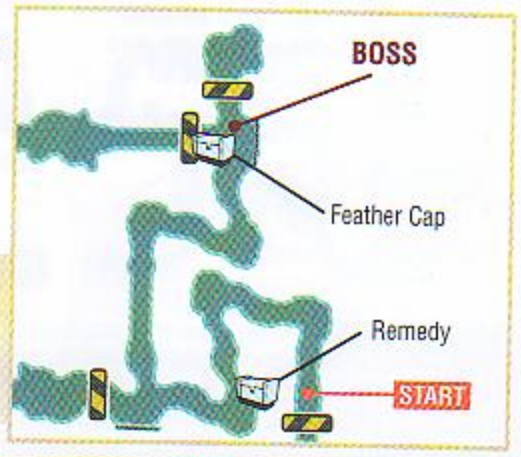
The Wutai units hiding in this area are no match for Zack by the time this mission is available. He should have no trouble slashing through these rather weak Wutai defenses.



4-3-2 OBLITERATE ADVANCE ELEMENTS

Availability: This mission unlocks after capturing the second Wutai spy, located in the market of the Sector 5 Slums during Chapter 5. Zack receives the assignment after capturing the first spy.

The Wutai spy apprehended in the slum's market spilled the beans on advance elements of the Crescent Unit, hiding in the Corel Mines. Head there now and eradicate the advance troops.



Mission Success
★ **Reward:** System Shock
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Jia	691	210
Wutai Unit Novus	4870	212

Enemy Name	HP	Page No.
Balo Balo	2180	229

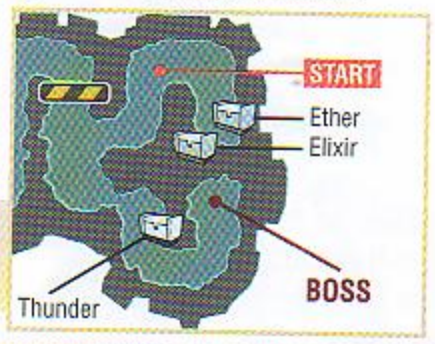
STRATAGEM

Zack encounters the same enemies in this mission as he did in the last one. Focus on sneaking around the left side of the final boss to get the Feather Cap from the chest, then use the sword to slash through the remaining enemies.

4-3-3 FOES IN THE WUTAI BASE

Availability: This mission unlocks after capturing the third Wutai spy, located in the Entrance area of the Shinra Building during Chapter 5. Zack receives this assignment after capturing the second spy.

We have obtained information regarding a Wutai base inside Midgar from the spy apprehended at the Shinra Building entrance. We think the spies are relaying information to the Crescent Unit from this location. Head there with all haste and destroy the base.



Mission Success
★ **Reward:** Power Wrist
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Wutai Staff Sergeant	3350	211
Crescent Unit Plenum	5860	212

Enemy Name	HP	Page No.
Balo Balo	2180	229

STRATAGEM

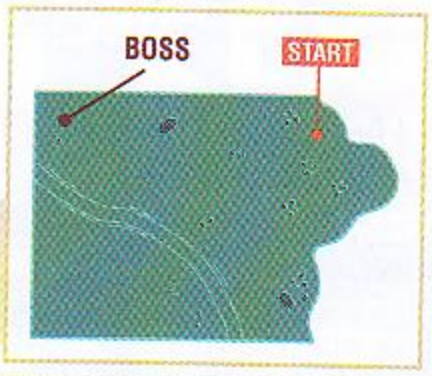
The Crescent Unit Plenums are a cut above the other Wutai units. Cast Firaga at the start of the final battle to decimate their HP, then rush forward with the sword to finish them off. Remember to dodge and move behind enemies to gain Critical attacks.



4-3-4 MOBILE UNITS

Availability: This mission unlocks after capturing the fourth Wutai spy, located in the Fountain area of the Sector 8 during Chapter 5. Zack receives this assignment after capturing the third spy.

Based on the information obtained from the Wutai spy apprehended in the fountain plaza, we were able to entrap mobile Crescent Unit troops. They seem to be planning a raid on Midgar. Go eradicate the rest of the mobile units.



Mission Success
★ **Reward:** Diamond Bracelet
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Crescent Unit Plenum	5860	211
Bandersnatch	4300	229

Enemy Name	HP	Page No.
Vajradhara Yaksha	17500	230

STRATAGEM

Don't cast fire-based spells at the Bandersnatch foes, as they absorb the fire and turn it into HP. Instead, get behind them and attack with the sword. The sword is also the best way to defeat the Vajradhara Yaksha, especially if Zack has a high ATK rating. Run circles around the beast until it swings its mace down, then move in behind it and hack away at its backside.

4-3-5 THE ENEMY'S STRONGHOLD

Availability: This mission unlocks after capturing the fifth Wutai spy, located in the Exhibit Room of the Shinra Building during Chapter 5. Zack receives this assignment after capturing the fourth spy.

Interrogation of the Wutai spy apprehended in the Exhibit Room has finally revealed the location of their stronghold. We must bring anti-Shinra elements under control. Hurry there and raid the stronghold.



Mission Success
★ **Reward:** Death
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Crescent Unit Plenum	5860	211
Bandersnatch	4300	229
Vajradhara Yaksha	17500	230

STRATAGEM

Slash through the caves to the Vajradhara Yaksha and unload on the beast with the Firaga spell. Zack can slay the foe by triple-casting Firaga in quick succession.

4-3-6 STOP THE ASSAILANTS

Availability: This mission unlocks after capturing the sixth Wutai spy, located in the Park in the Sector 5 Slums during Chapter 5. Zack receives this assignment after capturing the fifth spy.

The Wutai spy apprehended in the park has revealed the Crescent Unit's true objective. They are planning to exact revenge against you. Infiltrate the base and crush the Crescent Unit before they have a chance to catch you off guard.



Mission Success
★ **Reward:** Mountain Chocobo Armlet
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Crescent Unit Plenum	5860	211
Crescent Unit Aqua	7350	213
Bandersnatch	4300	229
Vajradhara Yaksha	17500	230

STRATAGEM

Zack encounters several Vajradhara Yaksha enemies while roaming the underground caverns, so prepare for a slightly tougher challenge during random battles. Remember to collect The Happy Turtle from the northeastern chest, as it is the address to another store.

4-4-1 A NEW THREAT

Availability: This mission unlocks after successful completion of Mission 4-2-6.

Even with the Five Saints of Wutai eliminated, Wutai's anti-Shinra elements are still active. The Crescent Unit has taken the saints' place to bring the remnants together. Raid the Crescent Unit's base immediately.



Mission Success
★ **Reward:** Hero Drink x2
★ **Unlocks:** Mission 4-4-2

ENEMIES

Enemy Name	HP	Page No.
Crescent Unit Autumnus	8980	212
Sumbha	16208	229

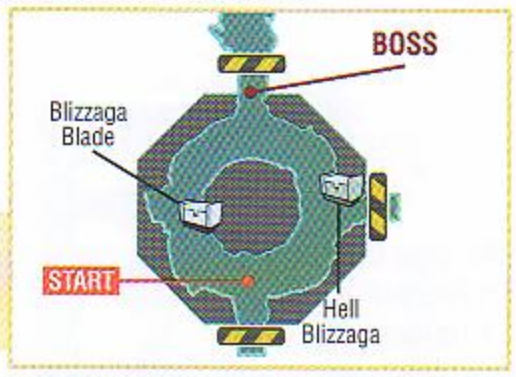
Enemy Name	HP	Page No.
Vajradhara Indra	52612	231

STRATAGEM
There are more familiar enemies in this area, including multiple Vajradhara Indras. Make sure a Regen or Aerial Drain materia is equipped to offset the damage from their Mace Boomerang attacks. Although these massive foes are lurking in the area, it's important to explore for the two Gold Rolling Pins. You can sell these items to any shop for a whopping 50000 gil each!

4-4-2 DEATH WISH FOR ZACK

Availability: This mission unlocks after successful completion of Mission 4-4-1.

With Shinra's main forces in Wutai, the Crescent Unit sneaked into Midgar yet again, and they still want your head. The Turks have found their hideout, so conduct a preemptive strike to save your skin!



Mission Success
★ **Reward:** Darkness
★ **Unlocks:** Mission 4-4-3

ENEMIES

Enemy Name	HP	Page No.
Crescent Unit Autumnus	8980	212
Sumbha	16208	229

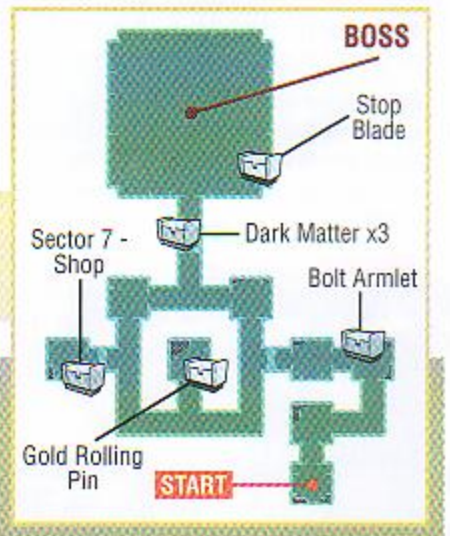
Enemy Name	HP	Page No.
Vajradhara Karura	84658	231

STRATAGEM
The Vajradhara Karura is a tougher foe than the Vajradhara Indra, plus this beast packs an attack that can deplete Zack of all his HP (provided he has yet to break the 9999 limit). Equip Zack with a Phoenix Down and try to stay behind the beast at all times. The standard sword attack can inflict significant damage from the rear, so hack away! Switch to magic-based attacks when farther away or on the run.

4-4-3 INFILTRATION

Availability: This mission unlocks after successful completion of Mission 4-4-2.

A Crescent Unit detachment has snuck into Midgar, reaching the upper layers. But this has actually worked in our favor—their positioning has them trapped. Head to their location and annihilate them now!



Mission Success
★ **Reward:** Adamantite x5
★ **Unlocks:** Mission 4-4-4

ENEMIES

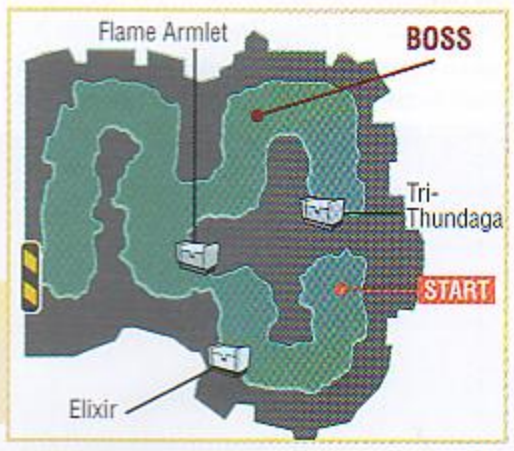
Enemy Name	HP	Page No.
Crescent Unit Autumnus	8980	212
Sumbha	16208	229
Vajradhara Karura	84658	231

STRATAGEM
Fighting two Vajradhara Karura enemies at the same time is quite a challenge, provided Zack has yet to break the 9999 HP limit. These creatures have a powerful backhand strike that can KO Zack with a single blow—and Safety Bit won't provide protection against it since it's not a Death status effect. One way to defeat these foes is to use Graviga over and over while running in wide, clockwise loops. It's important to run in a clockwise direction to avoid the Vajradhara Karura's left-hand attack! Continue hitting them with Graviga until the damage drops below 9999, then switch to Hell Thundaga to finish them off.

4-4-4 WUTAI IN THE SLUMS

Availability: This mission unlocks after successful completion of Mission 4-4-3.

We have determined that the Wutai troops in the slums are serving as support for the Crescent Unit. If they find out that the Crescent Unit is no more, they may take desperate measures. Head to the slums immediately and vanquish the Wutai troops.



Mission Success
★ **Reward:** Gil Toss
★ **Unlocks:** Mission 4-4-5

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Wu	4375	210
Brahala	11500	229

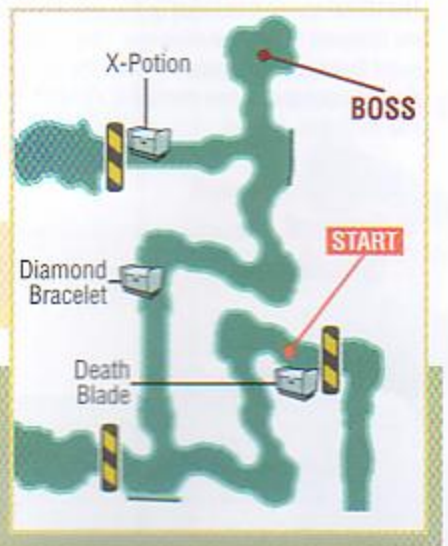
Enemy Name	HP	Page No.
Vajradhara Karura	84658	231
Vajradhara Kumbhira	92543	231

STRATAGEM
There are numerous Vajradhara Karura remnants in this area of the slums, so take the necessary precautions. Equip Wall or Barrier and cast them at the start of each confrontation, then move behind the giant beast and attack with powerful magic or command materia. Standard sword strikes can also inflict significant damage if Zack's ATK rating is above 100. The key to success lies in Zack's ability to dodge the Vajradharas' backhand slap attacks.

4-4-5 ANTI-SHINRA BASE

Availability: This mission unlocks after successful completion of Mission 4-4-4.

The Crescent Unit, having failed in its assault on Migar, is now scheming to reunite all Wutai remnants and expand the anti-Shinra movement. These anti-Shinra elements must be crushed as quickly as they appear. Go to one of their bases and quell the rebels.



Mission Success
★ **Reward:** Hero Drink x3
★ **Unlocks:** Mission 4-4-6

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Wu	4375	210
Brahala	11500	229
Vajradhara Kumbhira	92543	231

STRATAGEM
Zack faces the same enemies from the previous mission, only this time they attack in greater numbers. Continue to use Assault Twister+ to slay the Wutai Soldier Wu units and Brahalas, then switch to something more powerful for the Vajradhara Kumbhira. Try going for the instant kill with Costly Punch, if possible; if not, use the Hell Thundaga or Energy materia. If Brutal is equipped, this mission will go more smoothly.

4-4-6 ANTI-SOLDIER WEAPONS

Availability: This mission unlocks after successful completion of Mission 4-4-5.

We have received information on powered-up anti-SOLDIER weapons under development in a Wutai base. Go to the base immediately and eradicate the Wutai remnants together with the new weapons.



Mission Success
★ **Reward:** Moon Bracer
★ **Unlocks:** Mission 4-5-1

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Wu	4375	210
Brahala	11500	229

Enemy Name	HP	Page No.
Vajradhara Kinnara	92543	231
Vajradhara Kumbhira	92543	231

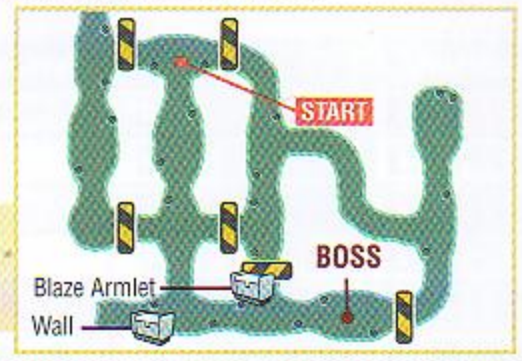
STRATAGEM
The two Vajradharas at the end of the mission are virtually identical. Since both foes have a devastating left backhand attack, keep Zack far enough away to stay safe. Hit them with Graviga or Costly Punch, if possible, then unleash Energy or Hell Thundaga.



4-5-1 NEUTRALIZE THE COMMANDER

Availability: This mission unlocks after successful completion of Mission 4-4-6.

The Wutai remnants whose anti-SOLDIER weapons we destroyed are regrouping, gathering their commanders to plan future anti-Shinra activities. We won't give them the opportunity—raid their base now!



Mission Success
- ★ **Reward:** Tri-Thundaga
- ★ **Unlocks:** Mission 4-5-2

ENEMIES

Enemy Name	HP	Page No.	Enemy Name	HP	Page No.
Wutai Soldier Ji	10305	210	Wutai War Chief	21053	211

STRATAGEM

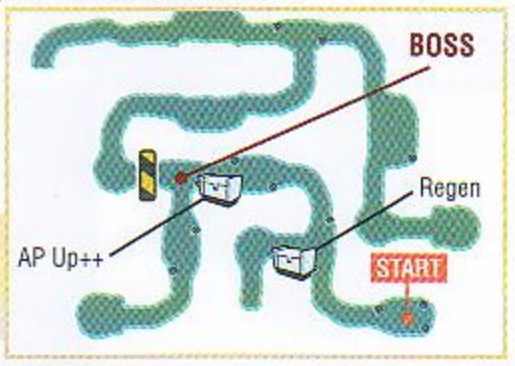
Use Zack's Assault Twister+ and Quake materia to eliminate the waves of attackers here. Rid the land of the Wutai Soldier Ji units with Assault Twister and put Quake to use against the tougher Wutai War Chiefs.



4-5-2 LAST OF THE WUTAI

Availability: This mission unlocks after successful completion of Mission 4-5-1.

The Wutai remnants have lost their leadership, and the Crescent Unit has slowed down without their henchmen. Now is our chance, before they reorganize, to attack their last base and smash the Wutai remnants.



Mission Success
- ★ **Reward:** Platinum Bangle
- ★ **Unlocks:** Mission 4-5-3

ENEMIES

Enemy Name	HP	Page No.	Enemy Name	HP	Page No.
Wutai Soldier Ji	10305	210	Wutai Colonel	29330	212
Wutai War Chief	21053	211			

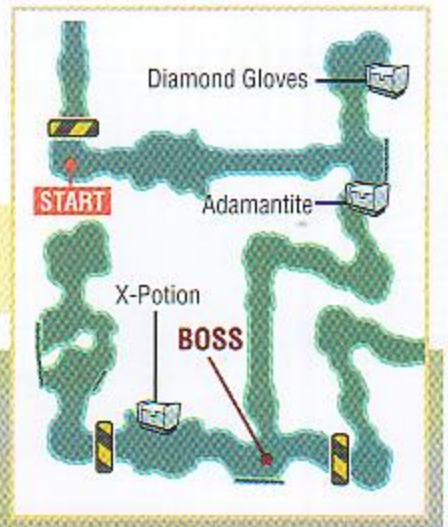
STRATAGEM

The Wutai Colonel and the increase in numbers make this mission a bit tougher, but proper use of the Quake spell will help. Equip Zack with the Protect Ring just in case the enemies open fire before he can attack, then unleash Quake! Cast Quake twice in quick succession to wipe out the Wutai forces.

4-5-3 CRUSH THE CRESCENT UNIT

Availability: This mission unlocks after successful completion of Mission 4-5-2.

With the Wutai remnants obliterated, the Crescent Unit has been defanged, unable to carry out any more anti-Shinra activities. But we suspect they will carry on with their lethal covert operations. Continue to crush their bases.



Mission Success
- ★ **Reward:** Dispel Blade
- ★ **Unlocks:** Mission 4-5-4

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Ji	10305	210
Crescent Unit Argentum	28400	212
Crescent Unit Aurum	29500	212
Nisumbha	21850	230

STRATAGEM

The Crescent Unit Argentums and Aurums have lots of HP, are more aggressive, and have higher VIT ratings. Quake and Assault Twister+ continue to be effective ways to deal with them, but you may want to use Graviga prior to these attacks to cut their HP in half.



4-5-4 CRESCENT UNIT ANNIHILATION

Availability: This mission unlocks after successful completion of Mission 4-5-3.

Most of the Crescent Unit bases positioned throughout Wutai have been brought under control. Their communication links grow weaker by the day, so let's continue to put pressure on them.



Mission Success
- ★ **Reward:** Goblin Punch
- ★ **Unlocks:** Mission 4-5-5

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Geng	19570	210
Crescent Unit Argentum	28400	212
Crescent Unit Ventus	33340	213
Nisumbha	21850	230

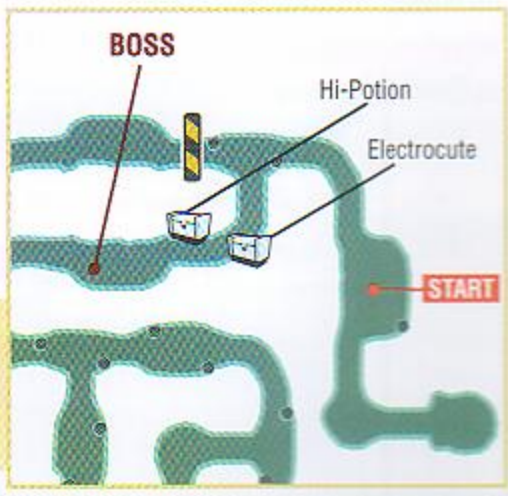
STRATAGEM

The enemies are getting fiercer and are attacking in larger numbers. Keep using Assault Twister+ and Quake to make good progress, but consider equipping Costly Punch for the boss battle. Line up a Crescent Unit Ventus and unload with Costly Punch just as other enemies draw near. With any luck, you will drop two or three of them with a single blow!

4-5-5 BEFORE THEY REGROUP

Availability: This mission unlocks after successful completion of Mission 4-5-4.

The Turks have provided us with information on a base where the Crescent Unit is reorganizing to regain its power. Crushing this base would bring us closer to forever eliminating the Crescent Unit. Raid the base and halt the reorganization!



Mission Success
- ★ **Reward:** Royal Crown
- ★ **Unlocks:** Mission 4-5-6

ENEMIES

Enemy Name	HP	Page No.	Enemy Name	HP	Page No.
Wutai Soldier Geng	19570	210	Crescent Unit Nomen	38860	213
Crescent Unit Argentum	28400	212	Nisumbha	21850	230

STRATAGEM

This mission pits Zack against a number of Crescent Unit members of various attacking power. Don't wait for these high-level units to reveal their special powers; instead, attack with Quake and Assault Twister+ and hit any grouped enemies with Costly Punch.



4-5-6 WUTAI SUPPRESSION

Availability: This mission unlocks after successful completion of Mission 4-5-5.

With their bases lost, commanders of the Crescent Unit have escaped into caves in the outskirts of Wutai. Now may be our best chance at vanquishing the Crescent Unit once and for all. Hurry to the caves!



Mission Success
- ★ **Reward:** Magical Punch
- ★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.	Enemy Name	HP	Page No.
Wutai Soldier Geng	19570	210	Crescent Unit Circulus	94585	214
Crescent Unit Phantasma	61750	214	Nandi	48200	230

STRATAGEM

The difficulty of this mission depends upon when you attempt it and what equipment Zack has at his disposal. The journey to the boss battle is long, fraught with fights against Nandi and Crescent Unit Phantasmas. Equip the Blaze Armlet for this early portion of the mission to absorb the Tri-Fire damage and convert it to HP. Graviga is of less help during the traveling portion, as the Nandi are immune to it. The final battle against the Crescent Unit Circulus and more Crescent Unit Phantasmas is sheer pandemonium. Swap out the Blaze Armor for the Protect Ring or Shinra Beta+ to boost Zack's defenses and attack with Graviga. The enemy units will attack without hesitation and their rapid-fire attacks can prevent Zack from going on the offensive if you don't act fast. These enemies can deplete tens of thousands of HP from Zack within seconds. Graviga and Costly Punch are great options, but watch for any No MP Cost bonuses that the DMW coughs up and take advantage with Tri-Thundaga or Energy attacks. Lastly, bring along Regen to this battle in place of something like Status Ward.

HOJO'S LABORATORY

Mission Directory

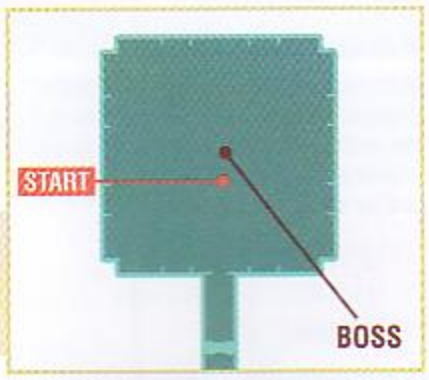
Subcategory	Code Number	Mission Name	Availability	Suggested Level	Reward
5-1: Sample Monsters Lv. 1	5-1-1	Experiment No. 101	1 **2** 3 4 5 6 7 8 9 10	8	Fire
	5-1-2	Experiment No. 102	1 2 **3** 4 5 6 7 8 9 10	11	Amulet
	5-1-3	Experiment No. 103	1 2 3 **4** 5 6 7 8 9 10	16	Lightning Ring
	5-1-4	Experiment No. 104	1 2 3 4 **5** 6 7 8 9 10	19	Drain
	5-1-5	Experiment No. 105	1 2 3 4 5 **6** 7 8 9 10	24	Venom Shock
	5-1-6	Experiment No. 106	1 2 3 4 5 **6** 7 8 9 10	24	Drainra
5-2: Sample Monsters Lv. 2	5-2-1	Experiment No. 107	1 2 3 4 5 6 7 8 **9** 10	32	Curaga
	5-2-2	Experiment No. 108	1 2 3 4 5 6 7 8 **9** 10	32	Firaga
	5-2-3	Experiment No. 109	1 2 3 4 5 6 7 8 9 **10**	37	Mortal Shock
	5-2-4	Experiment No. 110	1 2 3 4 5 6 7 8 9 **10**	44	Wall
	5-2-5	Experiment No. 111	1 2 3 4 5 6 7 8 9 **10**	50	Fat Chocobo Feather x4
	5-2-6	Experiment No. 112	1 2 3 4 5 6 7 8 9 **10**	56	Osmose Blade
5-3: Sample Monsters Lv. 3	5-3-1	Experiment No. 113	1 2 3 4 5 6 7 8 9 **10**	60	Poison Aerial
	5-3-2	Experiment No. 114	1 2 3 4 5 6 7 8 9 **10**	67	Death Twister
	5-3-3	Experiment No. 115	1 2 3 4 5 6 7 8 9 **10**	70	Iron Fist
	5-3-4	Experiment No. 116	1 2 3 4 5 6 7 8 9 **10**	74	Platinum Bangle
	5-3-5	Experiment No. 117	1 2 3 4 5 6 7 8 9 **10**	81	Crystal Orb
	5-3-6	Experiment No. 118	1 2 3 4 5 6 7 8 9 **10**	88	Dark Matter x5
5-4: Sample Monsters Lv. 4	5-4-1	Experiment No. 119	1 2 3 4 5 6 7 8 9 **10**	94	Element Blade
	5-4-2	Experiment No. 120	1 2 3 4 5 6 7 8 9 **10**	99	Magical Punch
	5-4-3	Experiment No. 121	1 2 3 4 5 6 7 8 9 **10**	99	Flare
	5-4-4	Experiment No. 122	1 2 3 4 5 6 7 8 9 **10**	99	Fat Chocobo Feather x5
	5-4-5	Experiment No. 123	1 2 3 4 5 6 7 8 9 **10**	99	Quake (Master, MAG +45)
	5-4-6	Experiment No. 124	1 2 3 4 5 6 7 8 9 **10**	99	Ribbon

5-1: SAMPLE MONSTERS LV. 1

5-1-1 EXPERIMENT NO. 101

Availability: Available at the start of Chapter 2, immediately after returning from Fort Tamblin.

Your battle with the summon made for valuable data. I have used this data to create a new battle sim; be my guest and give it a try if you're up to it. But I must warn you—though it is only a simulation, the damage you receive will be very real.



Mission Success

★ **Reward:** Fire

★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Ifrit	6720	247

STRATAGEM

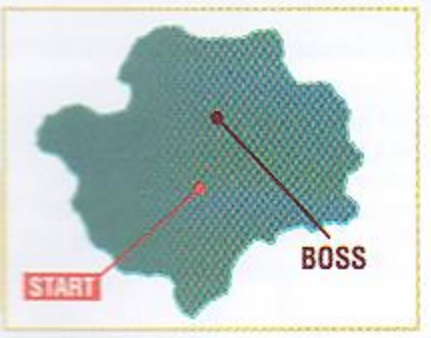
Zack has already beaten Ifrit, so here's a chance to show that first victory wasn't a fluke! Strafe around Ifrit to avoid his primary melee attacks and cast Blizzard to extinguish his inner flame.



5-1-2 EXPERIMENT NO. 102

Availability: Available at the start of Chapter 3, immediately after returning from Banora.

Bahamut! A rare find, indeed… I thank you for such an invaluable sample. I have created another battle simulation based on this data, so have at it once you're ready.



Mission Success

★ **Reward:** Amulet

★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Bahamut	8740	249

STRATAGEM

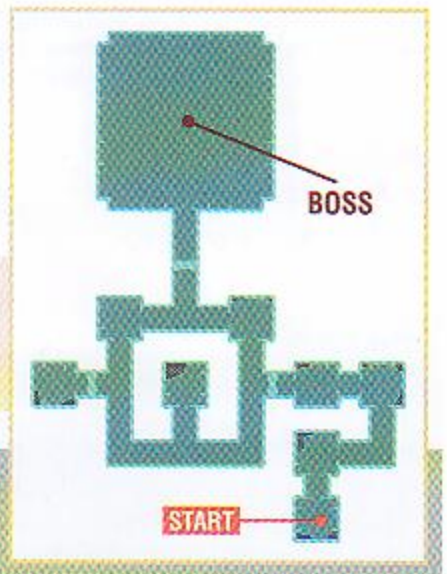
Keep Zack's HP topped off to counter the massive damage caused by the Mega Flare attack and focus on moving behind Bahamut for a Critical attack. Remember to dodge while on the run to avoid the Lightning Bolt attacks and remember to guard when Bahamut leaps into the air and is out of sight, because chances are it's about to land with its wings outstretched right next to Zack.



5-1-3 EXPERIMENT NO. 103

Availability: Available at the start of Chapter 4, immediately after arriving at the Church in the Sector 5 Slums.

I already know it's a failure, so I'm not especially keen on this… but I did re-create an Angeal copy based on combat intel. It's just a monster with a little bit of intelligence. On second thought, it's probably a perfect match.



Mission Success
★ **Reward:** Lightning Ring
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
A-Sahagin	3710	231
A-Ahriman	1890	232

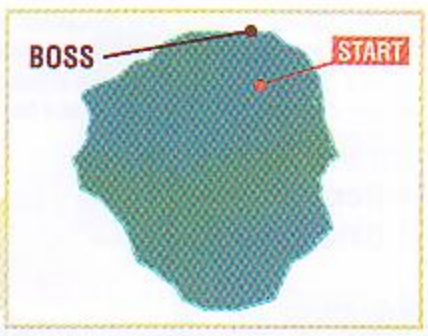
STRATAGEM

This mission contains no chests, but Zack does have to navigate a lengthy section of hallway before reaching the bosses. There's no need to equip a ranged attack such as Fire or Thunder to fight the A-Ahrimans, as they will be forced to fly within reach of Zack's sword.

5-1-4 EXPERIMENT NO. 104

Availability: This mission unlocks after Zack returns from the Sector 5 Slums at the start of Chapter 5.

A very intriguing sample. A Bahamut strain! Genesis has more than a few tricks up his sleeve. So, this is a simulated battle—with special thanks to Genesis. Allow me to collect more combat data while you dish out the hurt.



Mission Success
★ **Reward:** Drain
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Bahamut Fury	18000	249

STRATAGEM

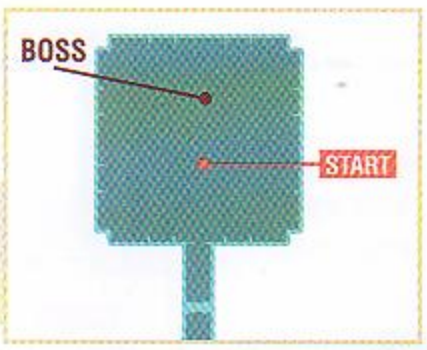
Equip the Thundaga or Firaga materia so that Zack has a ranged attack, then cast it while advancing closer to the mighty Bahamut Fury. Attack with the sword repeatedly until Bahamut Fury raises one of its arms to ready a swipe attack. Immediately defend against the attack and resume the elemental and sword attacks.



5-1-5 EXPERIMENT NO. 105

Availability: This mission unlocks after Zack ends his vacation at the Junon beach at the start of Chapter 6.

Is Genesis dead? Actually, that is of no concern to me—my interest lay only in his abilities. He showed remarkable growth for a failed experiment. Far more promising than you.



Mission Success
★ **Reward:** Venom Shock
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Genesis	14800	249

STRATAGEM

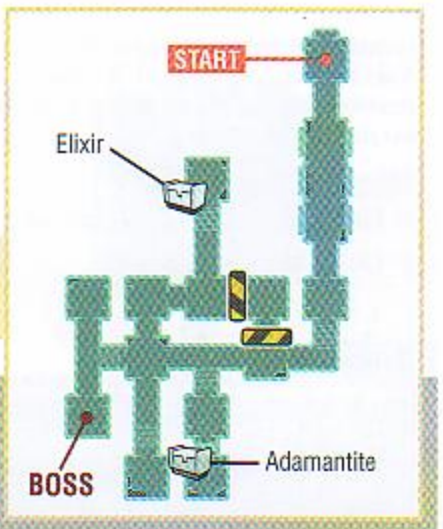
Cast Regen at the start of the battle and dash forward to start the fight with a swing of Zack's Buster Sword. Assault Twister+, especially if leveled up, is particularly deadly against Genesis. Some of Genesis's attacks will drain MP instead of HP, so it's best to forego magic and utilize primary attacks and skill-based materia.



5-1-6 EXPERIMENT NO. 106

Availability: This mission unlocks after Zack ends his vacation at the Junon beach at the start of Chapter 6.

Too bad about Angeal. He could have lived longer had he only returned to Shinra. I would have preferred to get his body back to my lab… but at the very least, I retrieved some data from which I created a simulation of his final state. Perhaps you might be able to tell just how faithful a reproduction it is…



Mission Success
★ **Reward:** Drainra
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
A-Hound	1574	228
A-Griffon	9850	237
Angeal Penance	27800	249

STRATAGEM

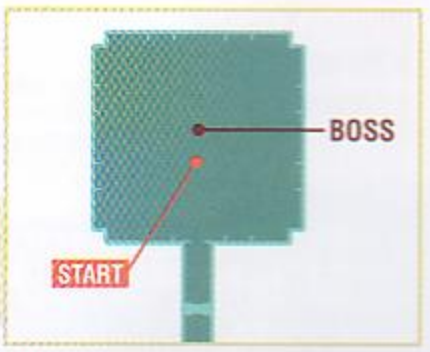
The most important preparation for this mission involves equipping the Pearl Necklace or a similar accessory that prevents Poison and Silence status effects. The A-Hounds can inflict these status effects on Zack if he's not properly protected. The battle with Angeal Penance will go more smoothly with the use of System Shock or Venom Shock. Cast Regen right away and stay on the move to avoid its trident attacks. Blast it with Assault Twister+ or another skill attack for heavy damage.

5-2: SAMPLE MONSTERS LV. 2

5-2-1 EXPERIMENT NO. 107

Availability: Unlocks at the start of Chapter 9, after Zack escapes the Basement Facility in Shinra Manor.

Is the hero really dead? Things would have been more interesting if only I had arrived at Nibelheim a bit sooner… We'll have to settle for a simulation based on the data left in the monitoring system at the mako reactor.



Mission Success
★ **Reward:** Curaga
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Sephiroth	31900	251

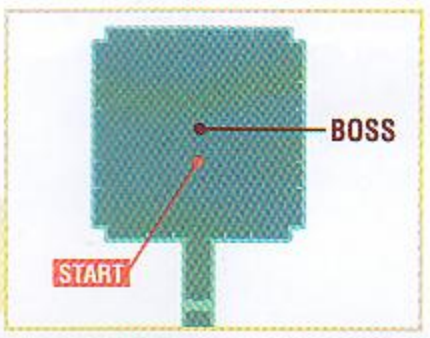
STRATAGEM

This rematch against Sephiroth resembles the second phase of the battle with him at the Nibel Reactor. Sephiroth has an attack called the Heartless Angel that will reduce Zack to 1 HP, so have Regen or Doc's Code active or be prepared to use an X-Potion. Hit Sephiroth with Hell Thundaga to weaken him, then move in for the kill with the Vital Slash attack.

5-2-2 EXPERIMENT NO. 108

Availability: Unlocks at the start of Chapter 9, after Zack escapes the Basement Facility in Shinra Manor.

I wonder if Sephiroth gave his all fighting you? It's too bad the monitoring system cannot record the subject's mind as well. Still, the data shows significant strength. Could he have accepted you as a SOLDIER member? An interesting state he was in…



Mission Success
★ **Reward:** Firaga
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Sephiroth	52820	251
Thunder Materia	14352	252
Fire Materia	14352	251

Enemy Name	HP	Page No.
Blizzard Materia	14352	252
Support Materia	14352	252

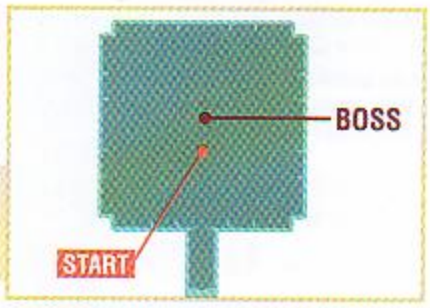
STRATAGEM

Maintain a safe distance from Sephiroth and use Hell Thundaga to attack over and over until Sephiroth gets too close. When that occurs, switch to Vital Slash or Power Attack to knock him back, then run away and resume casting Hell Thundaga. Sephiroth may summon some floating crystals that can attack with various elements. Having the Element Blade and Elemental Ward equipped will keep Zack safe if this occurs.

5-2-3 EXPERIMENT NO. 109

Availability: Unlocks at the start of Chapter 10, after Zack descends into the Depths of Judgment.

Failures, failures, failures—what annoyances. And yet I suppose even failures have value as experimental subjects. This was a man who used to constantly get in my way, but now he will work for me as a test subject.



Mission Success
- ★ **Reward:** Mortal Shock
- ★ **Unlocks:** Mission 5-2-4

ENEMIES

Enemy Name	HP	Page No.
Land Worm	4400	234
Hollander	98540	253

STRATAGEM

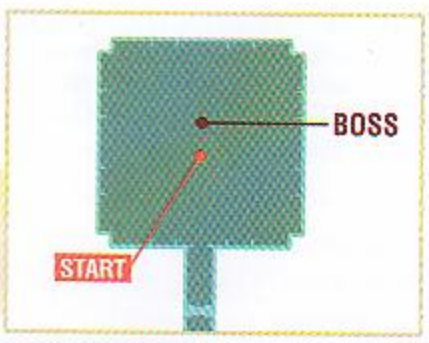
Hollander has little physical power, but he has more than a few nasty surprises up his sleeve. For starters, he can summon a number of Land Worms to do his bidding, plus he can heal himself, cast Null Physical Damage status effects, and attack with his toxic breath. Stay behind him and attack with Assault Twister+ and Vital Slash to inflict as much damage as possible.



5-2-4 EXPERIMENT NO. 110

Availability: This mission unlocks after successful completion of Mission 5-2-3.

A decent experiment, and a long time coming. You have fought these numerous times before, so they should look familiar to you. But as to how they fight… You'll have to see for yourself.



Mission Success
- ★ **Reward:** Wall
- ★ **Unlocks:** Mission 5-2-5

ENEMIES

Enemy Name	HP	Page No.
Experiment No. 110	48509	253

STRATAGEM

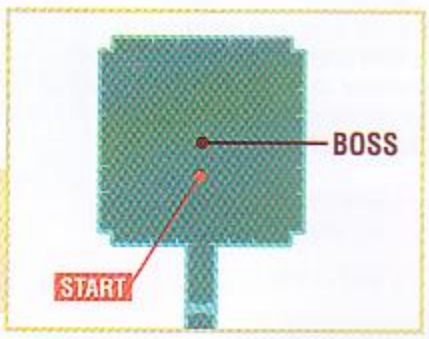
Experiment No. 110 closely resembles the Behemoth, but this one is a bit more aggressive. Get behind the foe and attack with Energy or Hell Thundaga multiple times in quick succession to defeat it. Zack may have to endure (or dodge) one or two swings of its tail, but those attacks will cause little damage if the Protect Ring is equipped.



5-2-5 EXPERIMENT NO. 111

Availability: This mission unlocks after successful completion of Mission 5-2-4.

Increasing any test subject's parameters across the board is a true challenge, so I have produced an experiment who has one tiny additional skill. Fight it, and you'll see what I mean.



Mission Success
- ★ **Reward:** Fat Chocobo Feather x4
- ★ **Unlocks:** Mission 5-2-6

ENEMIES

Enemy Name	HP	Page No.
Experiment No. 111	11007	233

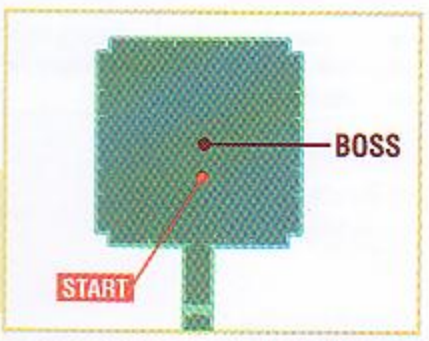
STRATAGEM

This latest experiment is an upgraded version of the Evil Eye, but it now has the ability to cast a Death magic attack. Equipping a Safety Bit will keep Zack safe. Although Experiment 111 absorbs Fire, Ice, and Thunder, it is susceptible to all status effects caused by "Hell" materia, including Death.

5-2-6 EXPERIMENT NO. 112

Availability: This mission unlocks after successful completion of Mission 5-2-5.

This experiment has one particular ability raised quite high. I am infinitely curious to see how it fights, so hurry up and get in the ring!



Mission Success
- ★ **Reward:** Osmose Blade
- ★ **Unlocks:** Mission 5-3-1

ENEMIES

Enemy Name	HP	Page No.
Experiment No. 112	68350	232

STRATAGEM

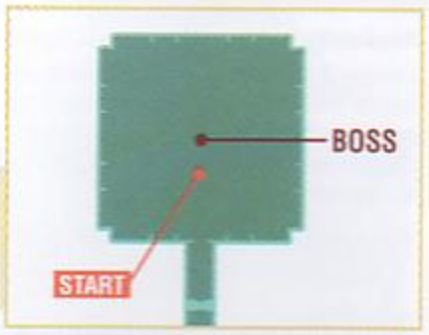
Experiment No. 112 is a souped-up relative of the Sahagin with lots of HP. This beast uses its Jump attack often; watch for it to leap high into the air, and quickly roll away from its landing area to avoid slam damage. Although it has a lot of HP, repeated Assault Twister+ attacks, rapid hits of Hell Thundaga, or the use of DMW-related materia to help trigger a Limit Break will finish the job.

5-3: SAMPLE MONSTERS LV. 3

5-3-1 EXPERIMENT NO. 113

Availability: This mission unlocks after successful completion of Mission 5-2-6.

I have performed some research on powering up existing summon samples. Starting off with the best ingredient always makes a difference in the final results. Now, let us commence testing.



Mission Success
- ★ **Reward:** Poison Aerial
- ★ **Unlocks:** Mission 5-3-2

ENEMIES

Enemy Name	HP	Page No.
Experiment No. 113	43500	247

STRATAGEM

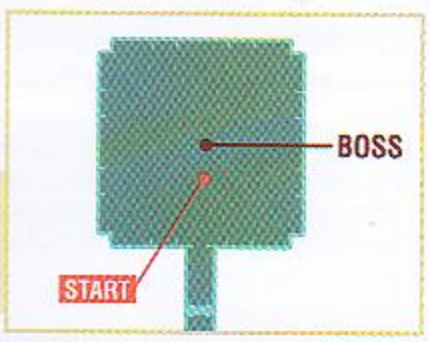
How you go about fighting this version of Ifrit depends on Zack's VIT rating and current HP. With the Protect Ring or Wall active and a high VIT rating, don't worry about defending against the beast's melee attacks. Instead, just keep the pressure up by attacking with Hell Blizzaga and Assault Twister or another command materia. If Zack's VIT rating isn't over 150 and HP is in short supply, shift to a more defensive battle plan. Guard constantly and look for openings to strike for Critical Hits.



5-3-2 EXPERIMENT NO. 114

Availability: This mission unlocks after successful completion of Mission 5-3-1.

Hee hee hee… This is truly an amusing sample. It wouldn't be a stretch to say it's made especially for you. I am eager to see how this test turns out. Don't keep me waiting!



Mission Success
- ★ **Reward:** Death Twister
- ★ **Unlocks:** Mission 5-3-3

ENEMIES

Enemy Name	HP	Page No.
Experiment No. 114	105000	254

STRATAGEM

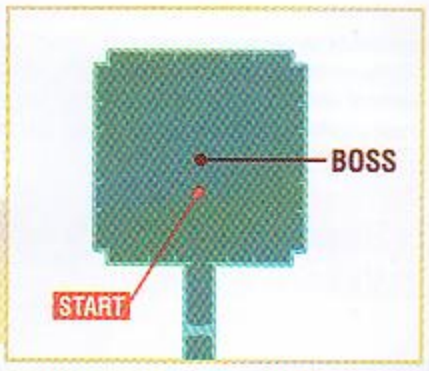
Hojo's amusement was obviously due to the sick joke he's created—Experiment No. 114 is a sample creature designed to imitate Zack! This imitation is very skilled with the sword and it relies on Exploder Blade and Assault Twister to supplement its basic sword attacks. Cast Graviga as soon as possible to slash its HP in half (if Brutal is equipped) and, if it hasn't cast Wall, hit it with Graviga again. Wait for Experiment No. 114 to go into a defensive posture when fighting at close range, then run behind it and attack!



5-3-3 EXPERIMENT NO. 115

Availability: This mission unlocks after successful completion of Mission 5-3-2.

I have prepared an experiment that baffles its opponent with its behavior. One with the simplest thought process (like you) may just end up losing again and again. That in itself would be a sight to see… but then, which would I call the sample—you or my experiment?



Mission Success
★ **Reward:** Iron Fist
★ **Unlocks:** Mission 5-3-4

ENEMIES

Enemy Name	HP	Page No.
Experiment No. 115	82240	234

STRATAGEM

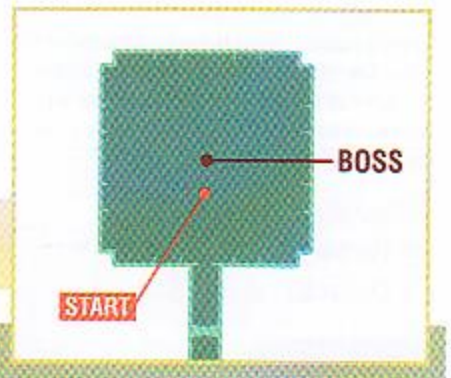
Hit the Land Worm with Graviga at the start of the battle, as the foe will cast Wall or another barrier-type spell to protect itself. Try to get behind the creature when it's standing upright and attack its rear. Wait until Null Physical wears off and try to land some Critical Hits from behind.



5-3-4 EXPERIMENT NO. 116

Availability: This mission unlocks after successful completion of Mission 5-3-3.

It's been some time since I made an experiment that simply boasted more physical strength. At your level, you should be able to win… but you might find several of its features rather intriguing.



Mission Success
★ **Reward:** Platinum Bangle
★ **Unlocks:** Mission 5-3-5

ENEMIES

Enemy Name	HP	Page No.
Experiment No. 116	223760	240

STRATAGEM

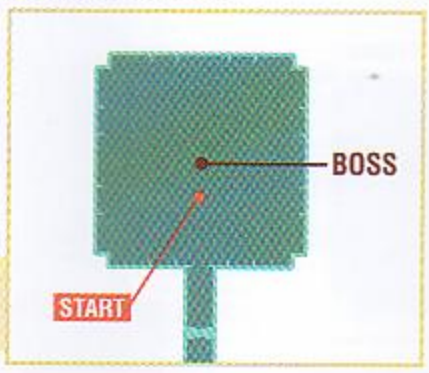
Hojo has created a sample from the Death Claw strain that has nearly 25x the HP of the creature Zack has grown accustomed to slaying. Equip Graviga prior to the fight, as one cast of Graviga will inflict 99999 HP of damage on the beast (if Brutal is equipped). There's no reason not to cast Graviga two or three times to lower the monster's HP to the point where a single Hell Thundaga or Assault Twister+ attack can defeat it.



5-3-5 EXPERIMENT NO. 117

Availability: This mission unlocks after successful completion of Mission 5-3-4.

The one problem with experiments is that they always die. So I have created an experiment that is, put simply, hard to kill. A possible vector to be sure, but if it can be defeated by a SOLDIER operative, it's a failure in my book. Anyway, let me see you fight it, right now.



Mission Success
★ **Reward:** Crystal Orb
★ **Unlocks:** Mission 5-3-6

ENEMIES

Enemy Name	HP	Page No.
Experiment No. 117	217980	236

STRATAGEM

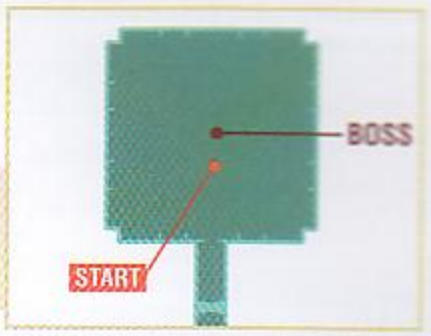
Hojo has created a creature that not only resembles an Epiornis, but also casts Regen and cures itself with roughly 13000 HP every five seconds! The biggest challenge is finding a way to inflict damage fast enough to outpace the creature's Regen ability. Graviga and Assault Twister+ are the key! Cast Graviga several times at the start of the fight, then switch to the Assault Twister+ attack. Remember that Poison effects will effectively offset Experiment No. 117's Regen effect.



5-3-6 EXPERIMENT NO. 118

Availability: This mission unlocks after successful completion of Mission 5-3-5.

I have managed to produce another experiment based on your combat data. It was a relatively simple process, yet the experiment yielded very interesting results. Indulge me and fight it.



Mission Success
★ **Reward:** Dark Matter x5
★ **Unlocks:** Mission 5-4-1

ENEMIES

Enemy Name	HP	Page No.
Experiment No. 118	132500	241

STRATAGEM

Don't give this variant of the Dorky Face a chance to inflict any harm. Cast Graviga as soon as the battle starts to whittle its HP down to 66250, then hit it with Costly Punch. If things don't go according to plan, make sure Zack is equipped with Status Ward and Hell Thundaga so he can resist any nasty status effects.

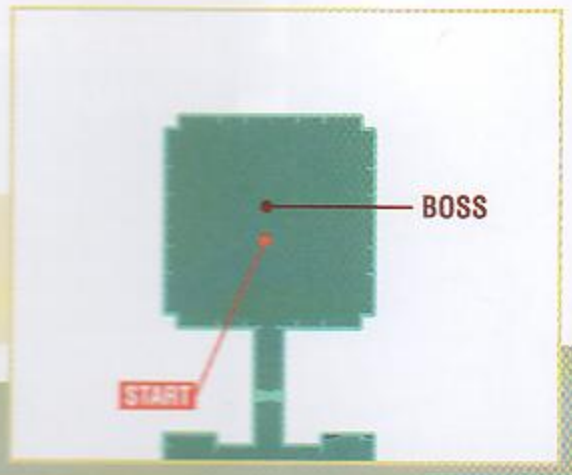


5-4: SAMPLE MONSTERS LV. 4

5-4-1 EXPERIMENT NO. 119

Availability: This mission unlocks after successful completion of Mission 5-3-6.

I transplanted data from one experiment to a different monster. Their thought processes are different, but the basic parameters have been increased, so I am curious to see if it can be defeated by a SOLDIER member.



Mission Success
★ **Reward:** Element Blade
★ **Unlocks:** Mission 5-4-2

ENEMIES

Enemy Name	HP	Page No.
Experiment No. 119	188500	242

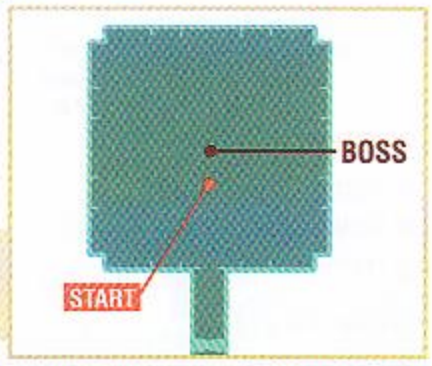
STRATAGEM

This battle is against an enhanced version of the Evilgoyle that can attack with Energy and Tri-Fire and use Barrier and MBarrier for its own benefit. At the start of the fight, run up to the beast and hit it with Costly Punch (or Graviga) before it can protect itself. You can try to break the protection with Dispel Blade, but it's not necessary if you don't want to use a materia slot for it. Instead, try to avoid the monster's attacks and wait for the DMW to yield a Limit Break, or stay close to the beast and attack with the standard sword swings. The Barrier effects will eventually wear off; when they do, let the beast have it! Switch to Costly Punch the moment you spot damage coming off the beast again.

5-4-2 EXPERIMENT NO. 120

Availability: This mission unlocks after successful completion of Mission 5-4-1.

I occasionally indulge myself in forming an experiment from a unique monster. Even I cannot hypothesize what kind of data to expect from this battle—all I know is that it will be a very tough enemy for you. There are more experiments in the works, so by all means, keep yourself alive.



Mission Success
★ **Reward:** Magical Punch
★ **Unlocks:** Mission 5-4-3

ENEMIES

Enemy Name	HP	Page No.
Experiment No. 120	162850	239

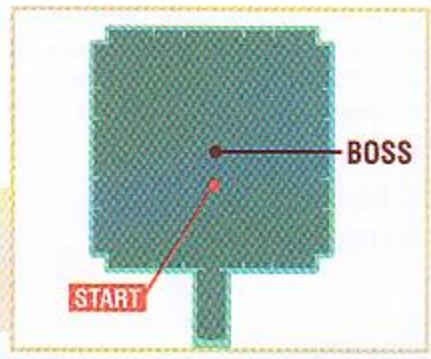
STRATAGEM
Hit this relative of the Bomb with a shot of Graviga as soon as the battle begins, then run up and give it a smack with Costly Punch to finish it off. As long as you equip Zack with an item capable of extending the damage limit to 99999 (e.g. Brutal), this battle will end abruptly.



5-4-3 EXPERIMENT NO. 121

Availability: This mission unlocks after successful completion of Mission 5-4-2.

Here is a long-standing experiment fortified by mako. Unlike all the others in the past, it should display combat skills beyond that of a SOLDIER operative. But I can only know for sure by having you fight it.



Mission Success
★ **Reward:** Flare
★ **Unlocks:** Mission 5-4-4

ENEMIES

Enemy Name	HP	Page No.
Experiment No. 121	278500	219

STRATAGEM
This creature is quite agile. It also possesses surprising strength and several powerful attacks. Graviga is a bit too slow against a creature with this speed, so rush up to it and hit it with Costly Punch. The creature will likely get a few good swipes in, so make sure Zack has plenty of HP or be prepared to block the attacks. Hit the creature with three straight Costly Punch attacks to win the fight.

5-4-4 EXPERIMENT NO. 122

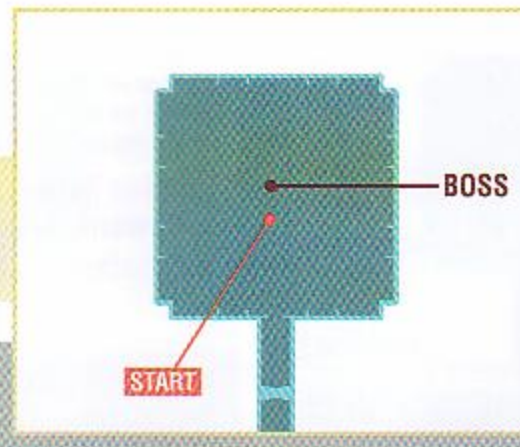
Availability: This mission unlocks after successful completion of Mission 5-4-3.

Another experiment with boosted power. This one, again, should display combat skills beyond those of a SOLDIER operative, but you just may be able to defeat it. Let's start the test.

Mission Success
★ **Reward:** Fat Chocobo Feather x5
★ **Unlocks:** Mission 5-4-5

ENEMIES

Enemy Name	HP	Page No.
Experiment No. 122	106500	229

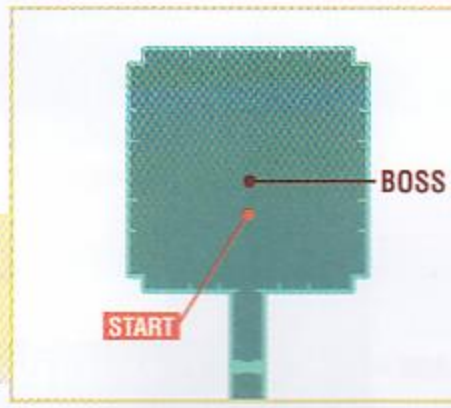


STRATAGEM
Zack doesn't get to fight against a lone Experiment No. 122—that would be too easy. No, he gets to take on three of these Belzecue variants at once! The creatures are fast and strong, making them tricky to hit. Fortunately, the Graviga attack will normally catch at least two of them in its area of impact—casting it twice while on the run will almost certainly hit them all at least once. Now either continue the Graviga assault or mix in some Assault Twister+ attacks, or even a blast of Flare or Electrocute. It's worth noting that Costly Punch is an effective way to defeat these foes, although they may evade the attack when Zack winds up for the punch.

5-4-5 EXPERIMENT NO. 123

Availability: This mission unlocks after successful completion of Mission 5-4-4.

I have a feeling that using monsters as the basis for my experiments was the wrong approach. So here is an experiment based on non-monster data. Something…just for you.



Mission Success
★ **Reward:** Quake (Master, MAG +45)
★ **Unlocks:** Mission 5-4-6

ENEMIES

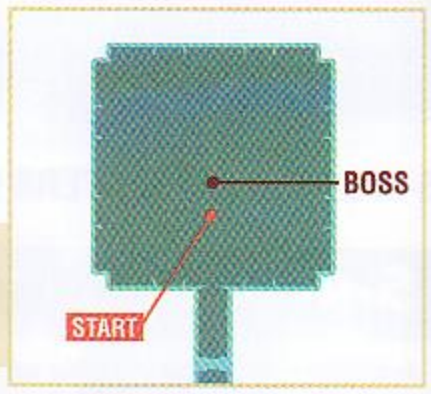
Enemy Name	HP	Page No.
Experiment No. 123	435850	254

STRATAGEM
Hojo has created another version of Zack. This one has over 400000 HP, can heal itself, and will even use a Phoenix Down! Experiment No. 123, a fierce fighter skilled at swordplay, will routinely attack with skills like Exploder Blade and Energy. You can try to outlast it in a sword duel, but it's not worth the risk. Instead, stand back a safe distance while the look-alike performs a few sword slashes, then attack with Costly Punch. Zack will automatically run across the battlefield and hit the foe with the attack and, by standing back a few steps, there is less chance of the attack being interrupted. The enemy will heal itself for about 24000 HP via its Regen spell, so you must use more Costly Punch attacks than otherwise necessary. Nevertheless, try to sneak in an occasional X-Potion if you're not using Regen. Hit the imposter with one final Costly Punch as soon as it rises to its feet to make sure the battle ends before it can cast Regen again.

5-4-6 EXPERIMENT NO. 124

Availability: This mission unlocks after successful completion of Mission 5-4-5.

Just as I had thought, the quality of the basic materials is very important. I have made this one from the best materials in my possession. With this one, not even you could…



Mission Success
★ **Reward:** Ribbon
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Experiment No. 124	428750	251

STRATAGEM
This is a battle against a Sephiroth look-alike. Make sure to carry a number of Hi-Potions or X-Potions and be ready to hold the Triangle button for defense! Experiment No. 124 attacks with surprising speed and can unleash a devastating four-strike combo. Guard against these sword combos, then hit the creature with Costly Punch. Experiment No. 124 will often respond to being hit with Costly Punch by using its Heartless Angel attack. This unavoidable attack reduces Zack to just 1 HP. Quickly consume as many Hi-Potions as needed to get Zack's HP back up, then attack with another Costly Punch.



SEEKING PRECIOUS ITEMS

Mission Directory

Subcategory	Code Number	Mission Name	Availability	Suggested Level	Reward
6-1: Looking for Items	6-1-1	Closed Coal Mines	1 2 3 4 5 6 7 8 9 10	9	Phoenix Down
	6-1-2	Desert Island Delights	1 2 3 4 5 6 7 8 9 10	11	Chocobo Armlet
	6-1-3	Scavenger Hunt	1 2 3 4 5 6 7 8 9 10	13	Jump
	6-1-4	In the Depths of the Caverns	1 2 3 4 5 6 7 8 9 10	19	Dark Matter x2
	6-1-5	Buried in the Caverns	1 2 3 4 5 6 7 8 9 10	24	Lunar Harp x2
	6-1-6	Item in the Coal Mines II	1 2 3 4 5 6 7 8 9 10	25	Hero Drink x2
6-2: Midgar City Development Department	6-2-1	Slum Development Plan 1	1 2 3 4 5 6 7 8 9 10	14	Fat Chocobo Feather x2
	6-2-2	Slum Development Plan 2	1 2 3 4 5 6 7 8 9 10	19	Hero Drink x2
	6-2-3	Mako Excavation Site	1 2 3 4 5 6 7 8 9 10	21	Lunar Harp x2
	6-2-4	Ingredient for Soma	1 2 3 4 5 6 7 8 9 10	24	Elixir x20
	6-2-5	Making Phoenix Down	1 2 3 4 5 6 7 8 9 10	26	Doc's Code
	6-2-6	Underground City	1 2 3 4 5 6 7 8 9 10	27	Lunar Harp x2
6-3: Zack, the Treasure Hunter	6-3-1	Items in the Plains	1 2 3 4 5 6 7 8 9 10	33	Fat Chocobo Feather x2
	6-3-2	Desert Island Surprises	1 2 3 4 5 6 7 8 9 10	36	Adamantite x2
	6-3-3	An Item for Fusion	1 2 3 4 5 6 7 8 9 10	38	Dark Matter x3
	6-3-4	Item in the Caverns	1 2 3 4 5 6 7 8 9 10	44	Fat Chocobo Feather x2
	6-3-5	Item in the Coal Mines	1 2 3 4 5 6 7 8 9 10	50	Hero Drink x2
	6-3-6	Items in the Wasteland	1 2 3 4 5 6 7 8 9 10	56	Mythril x3
6-4: Zack, the Clean-Up Guy	6-4-1	Monsters in the Caverns	1 2 3 4 5 6 7 8 9 10	61	Mythril x3
	6-4-2	In the Closed Coal Mines	1 2 3 4 5 6 7 8 9 10	67	Lunar Harp x2
	6-4-3	In the Secret Facility	1 2 3 4 5 6 7 8 9 10	74	Fat Chocobo Feather x3
	6-4-4	Hiding in the Wasteland	1 2 3 4 5 6 7 8 9 10	81	Mythril x3
	6-4-5	Buried in the Plains	1 2 3 4 5 6 7 8 9 10	88	Shining Bracer
	6-4-6	Ancient and Hidden	1 2 3 4 5 6 7 8 9 10	94	Fat Chocobo Feather x3
6-5: Zack, the Corporation Crusher	6-5-1	City Planning Dept.	1 2 3 4 5 6 7 8 9 10	99	Hero Drink x3
	6-5-2	Space Development Dept.	1 2 3 4 5 6 7 8 9 10	99	Fat Chocobo Feather x3
	6-5-3	The Reporting Department	1 2 3 4 5 6 7 8 9 10	99	Mythril x3
	6-5-4	Security Department	1 2 3 4 5 6 7 8 9 10	99	Mythril x3
	6-5-5	Arms Development Dept.	1 2 3 4 5 6 7 8 9 10	99	Drainga (Master, HP +500%)
	6-5-6	Science Department	1 2 3 4 5 6 7 8 9 10	99	High Jump (Master, ATK +40)
6-6: Counter-Mafia Project	6-6-1	The Don's Secret	1 2 3 4 5 6 7 8 9 10	99	Fat Chocobo Feather x4
	6-6-2	The Don's Second Secret	1 2 3 4 5 6 7 8 9 10	99	Mythril x5
	6-6-3	Secret in the Caverns	1 2 3 4 5 6 7 8 9 10	99	Adamantite x5
	6-6-4	Secret on the Plains	1 2 3 4 5 6 7 8 9 10	99	Gold Rolling Pin
	6-6-5	The Melancholy Don	1 2 3 4 5 6 7 8 9 10	99	Dark Matter x10
	6-6-6	The Don's Twilight	1 2 3 4 5 6 7 8 9 10	99	Hero Drink x10

6-1: LOOKING FOR ITEMS

6-1-1 CLOSED COAL MINES

Availability: Available at the start of Chapter 2, immediately after returning from Fort Tamblin.

We have obtained information on monsters dwelling in the closed coal mines. There is a possibility that the mines were shut off with precious items still inside. Please go investigate.

Mission Success
- ★ **Reward:** Phoenix Down
- ★ **Unlocks:** Mission 6-1-2

ENEMIES

Enemy Name	HP	Page No.
Fly Eye	2218	232
Spriggan	460	233



STRATAGEM

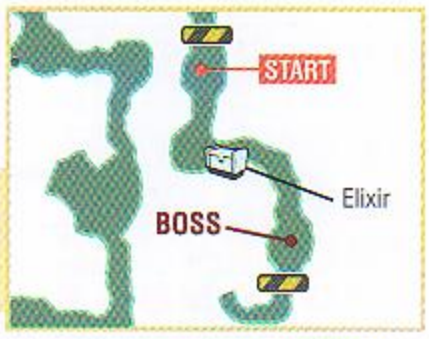
Fly Eyes can inflict the Poison status effect, so be prepared with a Remedy. Resist the temptation to battle the Fly Eyes simultaneously. Instead, focus on isolating them and move in behind them for a deadly blow to the backside. With any luck, you may trigger a Limit Break attack.



6-1-2 DESERT ISLAND DELIGHTS

Availability: This mission unlocks after successful completion of Mission 6-1-1.

We have obtained information on monsters living on a desert island. You may also be able to find some items there. Please go investigate.



Mission Success
- ★ **Reward:** Chocobo Armlet
- ★ **Unlocks:** Mission 6-1-3

ENEMIES

Enemy Name	HP	Page No.
Fly Eye	2218	232
Spriggan	460	233

Enemy Name	HP	Page No.
Raijincho	1944	239

STRATAGEM

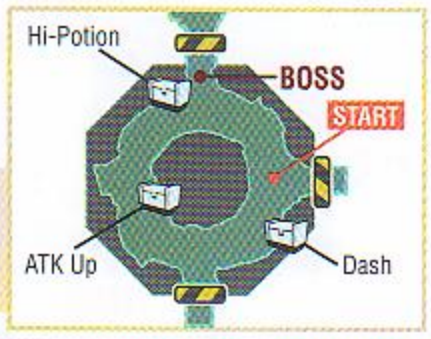
There's no time to use Fire and other materia against the Raijinchos when you're dealing with several Fly Eyes at the same time. Lure all of the enemies to one side and slash at them with the sword until they're history. If the Fly Eyes inflict Zack with Poison, consume a Remedy to remove the effects.



6-1-3 SCAVENGER HUNT

Availability: This mission unlocks after successful completion of Mission 6-1-2.

Monsters have appeared in the slums. You must eliminate the threats before any of the citizenry is hurt. We ask that you also conduct a thorough investigation of the area.



Mission Success
- ★ **Reward:** Jump
- ★ **Unlocks:** Mission 6-1-4

ENEMIES

Enemy Name	HP	Page No.
Fly Eye	2218	232
Trap	872	237

Enemy Name	HP	Page No.
Raijincho	1944	239

STRATAGEM

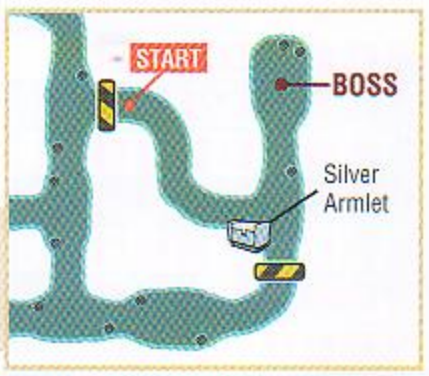
Make a clockwise loop around the circular area to collect the items from the chests and find the Trap. This ice-fearing flying creature is quite agile, so attack it with the sword and not a Blizzard spell.



6-1-4 IN THE DEPTHS OF THE CAVERNS

Availability: This mission unlocks after successful completion of Mission 6-1-3.

We have obtained information of monsters dwelling in the caves. You may also be able to find some items there. Please go and investigate.



Mission Success
- ★ **Reward:** Dark Matter x2
- ★ **Unlocks:** Mission 6-1-5

ENEMIES

Enemy Name	HP	Page No.
Worm	3300	234

Enemy Name	HP	Page No.
Trap	872	237

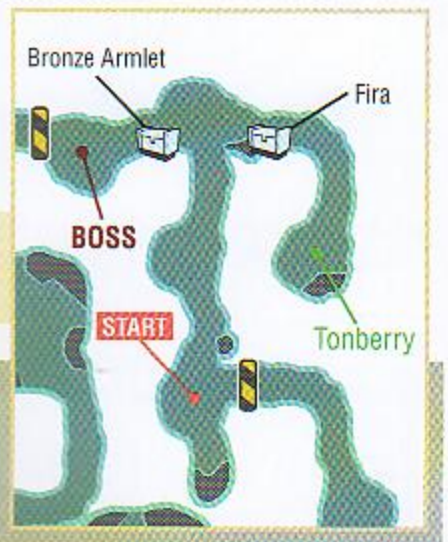
STRATAGEM

There isn't much need for Fire-resistant accessories here, as the Trap's attacks can be avoided with timely running and dodging. The Worm is a sluggish creature. so it's possible to step behind it and land numerous Critical attacks to defeat it.

6-1-5 BURIED IN THE CAVERNS

Availability: This mission unlocks after successful completion of Mission 6-1-4.

We have obtained information of odd monsters dwelling in the caves. You may also be able to find some items there. Please go and investigate.



Mission Success
- ★ **Reward:** Lunar Harp x2
- ★ **Unlocks:** Mission 6-1-6

ENEMIES

Enemy Name	HP	Page No.
Tonberry	9999	227
Worm	3300	234
Trap	872	237
Mandragora	1776	245

STRATAGEM

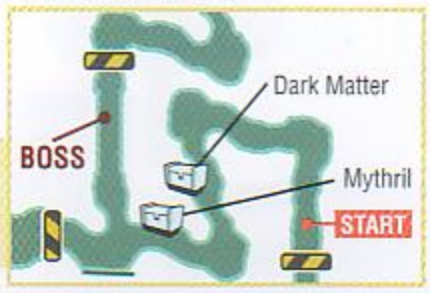
Fight past the Traps and Mandragoras to locate two chests, then follow the path to the right to find the Tonberry. Defeat the Tonberry to unlock Mission 10-2-1 before heading back the other way to fight the bosses. If you get caught running in circles chasing after the Mandragora, simply roll away and blast it with a Fire spell.

6-2: MIDGAR CITY DEVELOPMENT DEPARTMENT

6-1-6 ITEM IN THE COAL MINES II

Availability: This mission unlocks after successful completion of Mission 6-1-5.

We have obtained information on monsters dwelling in the closed coal mines. You may also be able to find some items there. Please go and investigate.



Mission Success
- ★ **Reward:** Hero Drink x2
- ★ **Unlocks:** Mission 6-3-1

ENEMIES

Enemy Name	HP	Page No.
Replicon	3480	235
Bizarre Bug	1120	236

Enemy Name	HP	Page No.
Mandragora	1776	245

STRATAGEM

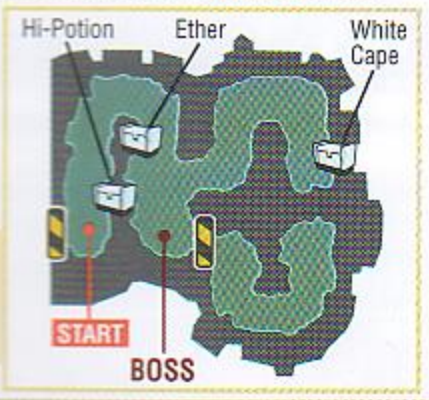
The Mandragora foes at the end of this mission attack with surprising ferocity. Don't give them the chance to unleash their needle-like attacks. Instead, rush between them and use a pair of Assault Twister attacks to slash them to shreds.



6-2-1 SLUM DEVELOPMENT PLAN 1

Availability: Talk with the City Planning Director on the lower level of the Shinra Building Entrance during Chapter 5.

The City Planning Department is aiming to build a more hospitable Midgar by eliminating the monsters dwelling in the slums. The department has requested that we exterminate the monsters and collect all items in the slums area.



Mission Success
- ★ **Reward:** Fat Chocobo Feather x2
- ★ **Unlocks:** Mission 6-2-2 & Sector 8 Materia Shop

ENEMIES

Enemy Name	HP	Page No.
Bat Eye	2680	232

Enemy Name	HP	Page No.
Bizarre Bug	1120	236

STRATAGEM

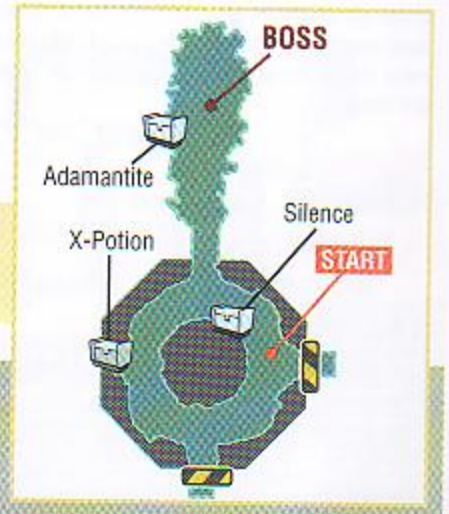
The Bizarre Bugs and Bat Eyes don't pose much of a threat to Zack, so he can slash through them for a valuable reward. Not only do you receive the normal item bonus for mission completion, but you also gain access to a new shop!



6-2-2 SLUM DEVELOPMENT PLAN 2

Availability: This mission unlocks after successful completion of Mission 6-2-1.

The last slum cleanup mission was a success. SOLDIER has again been assigned to eliminate the monsters dwelling in the slums. Please head to the slums now, exterminate the monsters, and collect all items in the area.



Mission Success
★ **Reward:** Hero Drink x2
★ **Unlocks:** Mission 6-2-3

ENEMIES

Enemy Name	HP	Page No.
Bat Eye	2680	232
Hedgehog Pie	1512	233
Replicon	3480	235

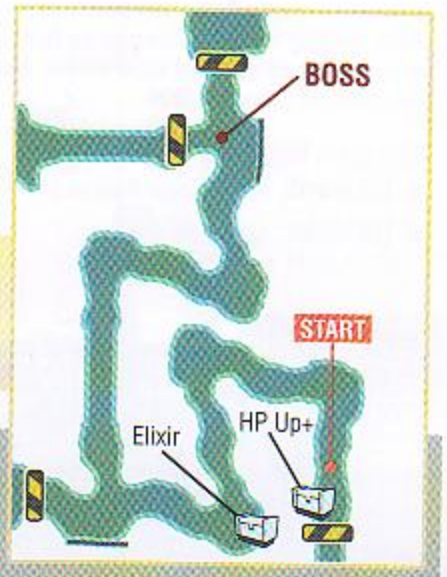
STRATAGEM
Simply have Zack slice through the random encounters in this mission. During the final battle with the Replicons, run behind them and use the Death Blade attack to cut down both foes with a single swing!



6-2-3 MAKO EXCAVATION SITE

Availability: This mission unlocks after successful completion of Mission 6-2-2.

With mako reactors falling under its management, the City Planning Department is struggling with the rise in consumption of mako energy. Restarting a previously abandoned facility may help combat the energy crisis. Go to the site and check on the facility's status.



Mission Success
★ **Reward:** Lunar Harp x2
★ **Unlocks:** Mission 6-2-4 & Sector 5 Materia Shop

ENEMIES

Enemy Name	HP	Page No.
Bizarre Bug	1120	236
Slaps	2280	245

STRATAGEM
Although the Bizarre Bugs are just fodder for Zack's sword, the Slaps are much more of a nuisance. They are resilient against standard sword attacks and their ability to inflict Poison makes them even more of a challenge. To quickly dispose of them, perform a single cast of Firaga. In fact, that same cast of Firaga may be all it takes to defeat all of the enemies appearing in each battle simultaneously.

6-2-4 INGREDIENT FOR SOMA

Availability: This mission unlocks after successful completion of Mission 6-2-3.

The City Planning Department is also in charge of manufacturing items circulated throughout Midgar. They have found a colony of plants that are used as an ingredient in Soma, useful for AP recovery. Go there, take charge, and lay claim to the colony.



Mission Success
★ **Reward:** Elixir x20
★ **Unlocks:** Mission 6-2-5

ENEMIES

Enemy Name	HP	Page No.
Needle Kiss	2650	239
Mandragora	1776	245

Enemy Name	HP	Page No.
Slaps	2280	245

STRATAGEM
All three monsters in this mission are susceptible to fire-based attacks, so equip Firaga or the next best alternative. Conserve MP by using the sword to finish off the Mandragoras and save Firaga for the Slaps and Needle Kiss monsters.



6-2-5 MAKING PHOENIX DOWN

Availability: This mission unlocks after successful completion of Mission 6-2-4.

The City Planning Department, in its efforts to improve the citizenry's quality of life, has initiated plans to manufacture phoenix downs. SOLDIER has been assigned the task of searching for the ingredients. Clear the area of monsters and look for what we need.



Mission Success
★ **Reward:** Doc's Code
★ **Unlocks:** Mission 6-2-6

ENEMIES

Enemy Name	HP	Page No.
Needle Kiss	2650	239
Death Claw	9050	240

Enemy Name	HP	Page No.
Mandragora	1776	245

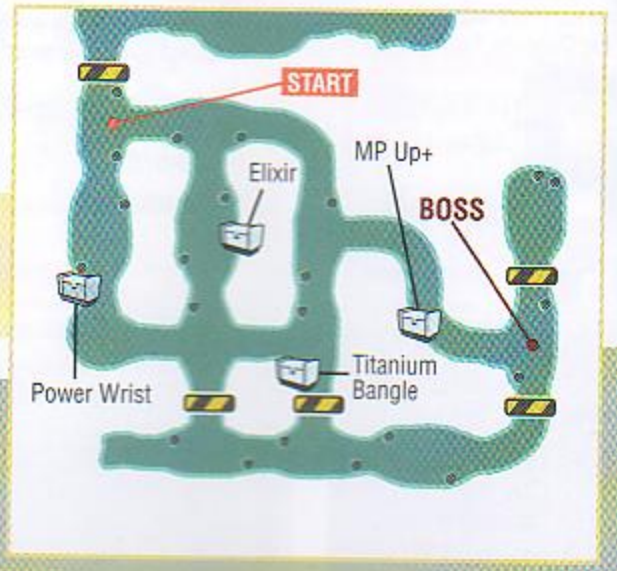
STRATAGEM
Firaga is extremely powerful against the enemies here, but don't use it against the Needle Kiss creatures until they swoop past Zack and are turning around. Casting the Firaga spell too early may result in an errant cast and a waste of MP. Use a single cast of Firaga to defeat each Death Claw foe at the end.



6-2-6 UNDERGROUND CITY

Availability: This mission unlocks after successful completion of Mission 6-2-5.

The City Planning Department has planned to build an underground city guarded from Genesis attacks. However, monsters have gathered at the construction site. Head over to the site, investigate the area, and eliminate all monsters in sight.



Mission Success
★ **Reward:** Lunar Harp x2
★ **Unlocks:** Mission 6-4-1 & Sector 6 Accessory Shop

ENEMIES

Enemy Name	HP	Page No.
Death Claw	9050	240
Gargoyle	6668	241
Slaps	2280	245

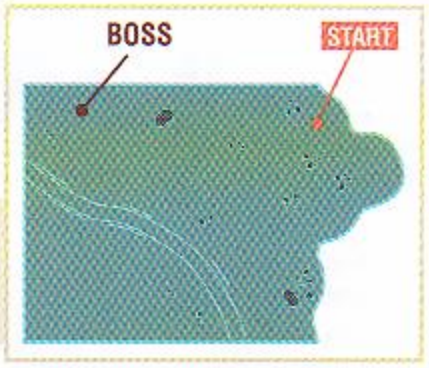
STRATAGEM
Continue to use Firaga to blast through the Death Claws and Slaps hiding in the underground tunnels en route to the Gargoyle at the end. The Gargoyle isn't vulnerable to fire-based attacks, but these attacks will still inflict decent damage. Hit it with any spells, then move in with the sword to finish it off.



6-3-1 ITEMS IN THE PLAINS

Availability: This mission unlocks after successful completion of Mission 6-1-6.

Monsters possessing items that can be used as catalysts for materia fusion have been found in the plains. We wish to exactly determine the types of items and monsters present. Go to the site, bash the monsters, and collect the items.



Mission Success
★ **Reward:** Fat Chocobo Feather x2
★ **Unlocks:** Mission 6-3-2

ENEMIES

Enemy Name	HP	Page No.
King Scarab	3776	236
Bomb	6608	237

Enemy Name	HP	Page No.
Dual Horn	12800	246

STRATAGEM
The Dual Horn is immune to Graviga, so remember to attack with more conventional means such as the sword and elemental attacks. Getting gored by this foe's horn attack will deplete Zack of thousands of HP, but it's an easy attack to avoid. Circle the giant beast to stay away from the horns (and its Bad Odor attack) and continuously hack away at its backside.



6-3-2 DESERT ISLAND SURPRISES

Availability: This mission unlocks after successful completion of Mission 6-3-1.

On a tropical island, we discovered a monster that drops items which are useable in materia fusion. We need more details on both the monster and the items. Head for the island, take down the monster, and grab the items.



Mission Success
★ **Reward:** Adamantite x2
★ **Unlocks:** Mission 6-3-3

ENEMIES

Enemy Name	HP	Page No.
Pachyornis	10089	235
King Scarab	3776	236
Dorky Face	4668	240

STRATAGEM
The Pachyornis may look rather harmless, but this oversized bird has a peck like no other! It will use its powerful beak to deplete Zack's HP in no time. Consider using the Stop materia or Stop Blade attack to halt its attacks, which makes it safer to steal the VIT Mako Stone. Do not take the Pachyornis creatures at the end lightly—be sure to have a Phoenix Down activated!



6-3-3 AN ITEM FOR FUSION

Availability: This mission unlocks after successful completion of Mission 6-3-2.

Every good SOLDIER operative who wants to power up his materia needs items that can act as catalysts in materia fusion. Therefore, we have established an item search program. We have searched our database and found a location where quality items can be found. Please head there immediately.



Mission Success
★ **Reward:** Dark Matter x3
★ **Unlocks:** Mission 6-3-4

ENEMIES

Enemy Name	HP	Page No.
Pachyornis	10089	235
King Scarab	3776	236

Enemy Name	HP	Page No.
Mine	2000	238
Dorky Face	4668	240

STRATAGEM
Equip an item such as the River Chocobo Armlet to keep Zack safe from the Pachyornis' Stun attacks. Use Graviga to reduce the Pachyornis' HP, then set your sights on the Mine creatures. These flying bombs aren't difficult to defeat, but they pack a Self-Destruct surprise at the end of their lives that can inflict serious damage to Zack. Run away as soon as they start to inflate, or suffer the consequences.

6-3-4 ITEM IN THE CAVERNS

Availability: This mission unlocks after successful completion of Mission 6-3-3.

The item search program seems to be faring well. The next search location looks promising, but dangerous monsters may be on site. Nevertheless, we look forward to the results.



Mission Success
★ **Reward:** Fat Chocobo Feather x2
★ **Unlocks:** Mission 6-3-5

ENEMIES

Enemy Name	HP	Page No.
Mine	2000	238
Demon	19182	241
Hornets	5604	245

STRATAGEM
The Hornets are difficult to defeat without the use of a powerful, fire-based attack such as Firaga. The Demons frequently use their Death attack, which is capable of KO'ing Zack with a single hit if an item like Safety Bit isn't equipped. Disposing of the Demons can prove to be time-consuming due to their tendency to use Barrier and MBarrier, so bring along Dispel or a powerful command skill materia.

6-3-5 ITEM IN THE COAL MINES

Availability: This mission unlocks after successful completion of Mission 6-3-4.

We now have information on monsters in the coal mines carrying precious items. This will be processed as part of the item search program. Go to the mines now and obtain the items.



Mission Success
★ **Reward:** Hero Drink x2
★ **Unlocks:** Mission 6-3-6

ENEMIES

Enemy Name	HP	Page No.
Boundfat	9545	234
Demon	19182	241

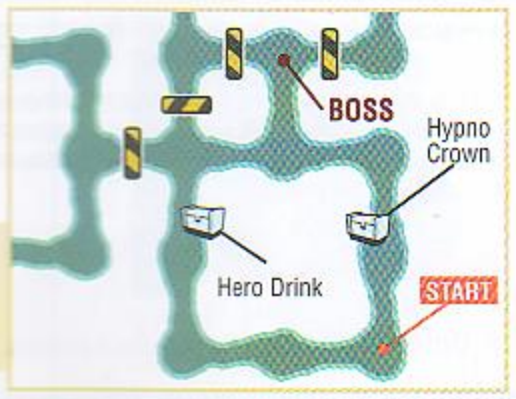
Enemy Name	HP	Page No.
Hornets	5604	245

STRATAGEM
The precautions taken for the previous mission apply here. It's also very important to accurately aim the Firaga spell, because the Boundfats absorb fire damage and convert it to HP. Take out the Hornets with Firaga at the start of each encounter to prevent any errant fireballs from hitting a Boundfat.

6-3-6 ITEMS IN THE WASTELAND

Availability: This mission unlocks after successful completion of Mission 6-3-5.

We have received word from the Turks that valuable items are hidden in an untouched Wasteland. Only a SOLDIER operative can tackle this mission. You are asked to head to the site and collect the items.



Mission Success
★ **Reward:** Mythril x3
★ **Unlocks:** Mission 6-4-1

ENEMIES

Enemy Name	HP	Page No.
Boundfat	9545	234
Titanis	13892	236

Enemy Name	HP	Page No.
Hornets	5604	245

STRATAGEM
Lure the Titanis and Boundfats together and unleash a powerful Vital Slash attack to hit them each with a Critical attack. This should decimate their HP totals, making it possible to finish them off with an Assault Twister+ attack.

6-4-1 MONSTERS IN THE CAVERNS

Availability: This mission unlocks after successful completion of either Mission 6-2-6 or Mission 6-3-6.

A secret Shinra facility in the caves has been rendered unusable due to the growth in monster population. You must eradicate them. Know also that the leader of the pack is said to be carrying an item. You may keep all items you obtain during the mission.



Mission Success
★ **Reward:** Mythril x3
★ **Unlocks:** Mission 6-4-2

ENEMIES

Enemy Name	HP	Page No.
Boundfat	9545	234
Titanis	13892	236

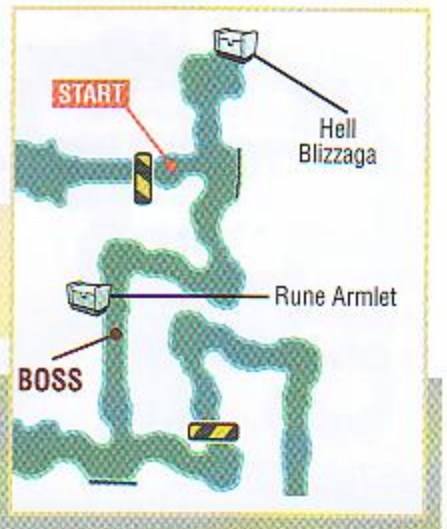
Enemy Name	HP	Page No.
Thunderbird	13580	239
Mover RE	14860	241

STRATAGEM
Equip Bolt Armlet, Hell Thundaga, and Elemental Ward to ward off the attacks of the Thunderbirds and Boundfats, but note that this isn't enough to guard against the Mover RE's lightning attack. The seemingly benign Mover REs are extremely resilient. Use Graviga to cut their HP in half, then cast it again before moving in for the final blow with Assault Twister+. Take a defensive stance if the Mover REs take up a delta formation in the air, as their combined Delta Attack can inflict well over 9999 HP worth of damage.

6-4-2 IN THE CLOSED COAL MINES

Availability: This mission unlocks after successful completion of Mission 6-4-1.

Monsters have been happily—and heavily—breeding in the closed coal mines. Eradicate them to protect citizens in the surrounding areas. Also, the leader of the pack is said to be carrying a rare item. You may keep all items you obtain during this mission.



Mission Success
★ **Reward:** Lunar Harp x2
★ **Unlocks:** Mission 6-4-3

ENEMIES

Enemy Name	HP	Page No.
Sahagin Chief	9875	232
Thunderbird	13580	239
Mover RE	14860	244

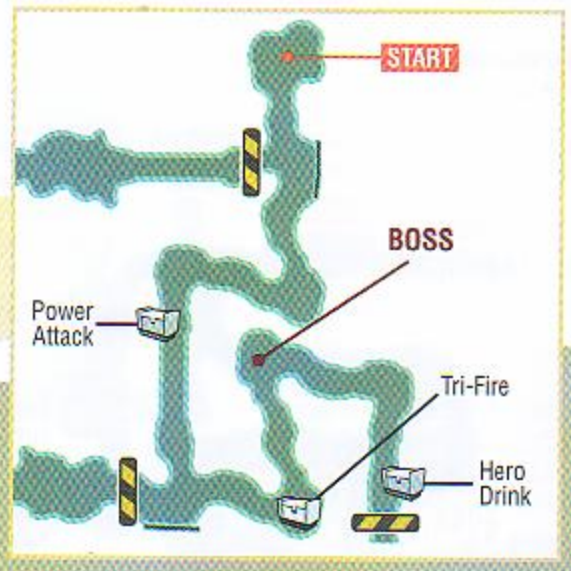
STRATAGEM
There are several Mover RE foes in this mission, so utilize the same tactics described in the previous mission. There's not a lot of room on the wooden suspension bridge where the final battle with the Sahagin Chiefs and Mover REs are located. Cast Graviga two or three times, then rush forward and finish them off with an Assault Twister+ attack.



6-4-3 IN THE SECRET FACILITY

Availability: This mission unlocks after successful completion of Mission 6-4-2.

Sahagins have been spotted inside Shinra's secret base. Hurry there and eliminate the monsters. They are said to have stocked up on items, some of them quite rare. You are allowed to keep all items you obtain during the mission.

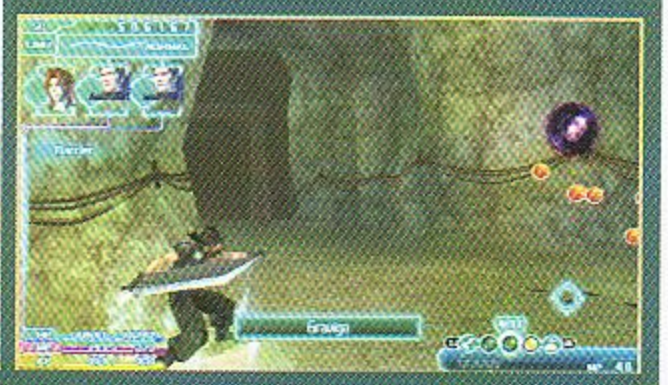


Mission Success
★ **Reward:** Fat Chocobo Feather x3
★ **Unlocks:** Mission 6-4-4

ENEMIES

Enemy Name	HP	Page No.
Sahagin Chief	9875	232
Lava Worm	7380	235
Thunderbird	13580	239
Mover RE	14860	244

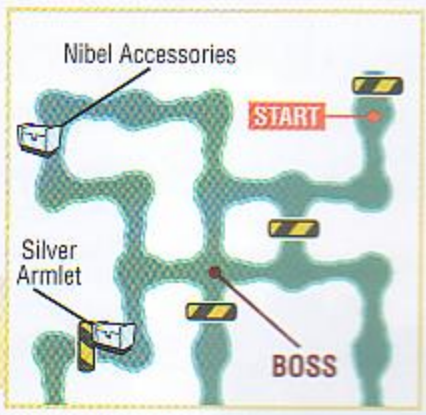
STRATAGEM
Load up on Ethers and have Graviga at the ready to counter the numerous Mover REs in this mission. Cast Graviga in quick succession as soon as they appear, then rush forward and unleash Assault Twister+ or another Twister-type attack to finish them off. These foes have a very high VIT rating, so use Graviga to cut them down to size.



6-4-4 HIDING IN THE WASTELAND

Availability: This mission unlocks after successful completion of Mission 6-4-3.

A Griffon has been spotted in the wasteland. Hurry there and eliminate the monster. The monster is said to possess a rare item. You're allowed to keep all items you obtain during the mission. If everything works out, it just may be worth more than what you're being paid for this mission.



Mission Success
★ **Reward:** Mythril x3
★ **Unlocks:** Mission 6-4-5

ENEMIES

Enemy Name	HP	Page No.
Sahagin Chief	9875	232
Hippogriff	95250	237

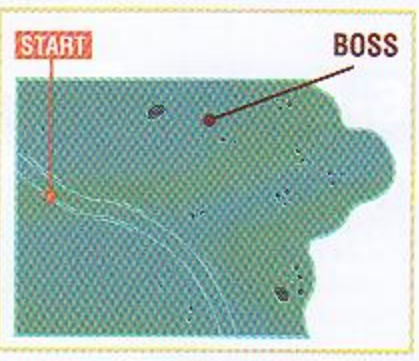
Enemy Name	HP	Page No.
Garnet Mole	5735	242
Wyerd	48799	246

STRATAGEM
Assault Twister+ will cut down the lesser creatures encountered during Zack's search for chests, but the Wyerd foe is another beast entirely. This massive, dinosaur-like monster is protected by Wall and, unless you equip Zack with Gil Toss or Costly Punch, it's best to flee. If not, expect a long fight due to the Wyerd's sky-high VIT rating. The Hippogriff isn't nearly as tough, partly due to its relative lack of mobility and susceptibility to Graviga. Costly Punch is definitely the way to go!

6-4-5 BURIED IN THE PLAINS

Availability: This mission unlocks after successful completion of Mission 6-4-4.

We have received word of a buried Shinra treasure in the plains. There are, however, Scissor Chitins in the area. These monsters are said to possess rare items. You are allowed to keep all items you obtain during the mission. If everything works out, the items may prove more valuable than your compensation.



Mission Success
★ **Reward:** Shining Bracer
★ **Unlocks:** Mission 6-4-6

ENEMIES

Enemy Name	HP	Page No.
Scissor Chitins	33850	240
Garnet Mole	5735	242

Enemy Name	HP	Page No.
Wyerd	48799	246

STRATAGEM
Contrary to the mission briefing, the Scissor Chitins don't relinquish their items too easily. That said, equip the Brigand's Gloves and/or Mog's Amulet to make stealing things easier. Also, equip Costly Punch (or a similar "punch"-style attack) or Dispel Blade to defeat the Wyerd foes. Of course, Zack can always flee the battle if necessary.



6-4-6 ANCIENT AND HIDDEN

Availability: This mission unlocks after successful completion of Mission 6-4-5.

We planned to send a geological investigation team to an unpopulated island, but the vicious monsters roaming about pose a threat. Eradicate the monsters to secure the area. Legend tells of an ancient treasure buried somewhere on the island. You may keep all items you obtain during the mission.



Mission Success
- ★ **Reward:** Fat Chocobo Feather x3
- ★ **Unlocks:** Mission 6-5-1

ENEMIES

Enemy Name	HP	Page No.
Hippogriff	95250	237
Scissor Chitin	33850	240

Enemy Name	HP	Page No.
Garnet Mole	5735	242

STRATAGEM
The enemies in this mission should look familiar, so be aware of their susceptibility to different attacks. Remember that Assault Twister+ can eliminate an entire group of Garnet Moles with a single attack. Costly Punch can drop the Hippogriff with just one swing, and a couple of doses of Quake can defeat the Scissor Chitins.



6-5-1 CITY PLANNING DEPT.

Availability: This mission unlocks after successful completion of Mission 6-4-6.

Evidently, a City Planning Department competitor is hiding materials in the case. Collect the materials! You may keep all items obtained during this mission—but stay sharp, as monsters are there to protect the stash!



Mission Success
- ★ **Reward:** Hero Drink x3
- ★ **Unlocks:** Mission 6-5-2

ENEMIES

Enemy Name	HP	Page No.
Scarab	6253	236
S Mine	17850	238

Enemy Name	HP	Page No.
Scissor Chitin	33850	240

STRATAGEM
Much like the previous mission, use a combination of Assault Twister+ and Quake to make considerable headway against these foes. Quake won't injure the flying S Mines, but it will certainly damage the Scissor Chitins. Assault Twister+ can eviscerate the Scarabs and finish off any other enemies.



6-5-2 SPACE DEVELOPMENT DEPT.

Availability: This mission unlocks after successful completion of Mission 6-5-1.

We have information on a Space Development Department competitor hiding materials in the caves. Collect the materials! You may keep all items obtained during this mission. However, be extra careful, as monsters have been placed to protect the stash!



Mission Success
- ★ **Reward:** Fat Chocobo Feather x3
- ★ **Unlocks:** Mission 6-5-3

ENEMIES

Enemy Name	HP	Page No.
Deathgaze	17520	233
Scarab	6253	236
S Mine	17850	238
Mandrake	9975	245

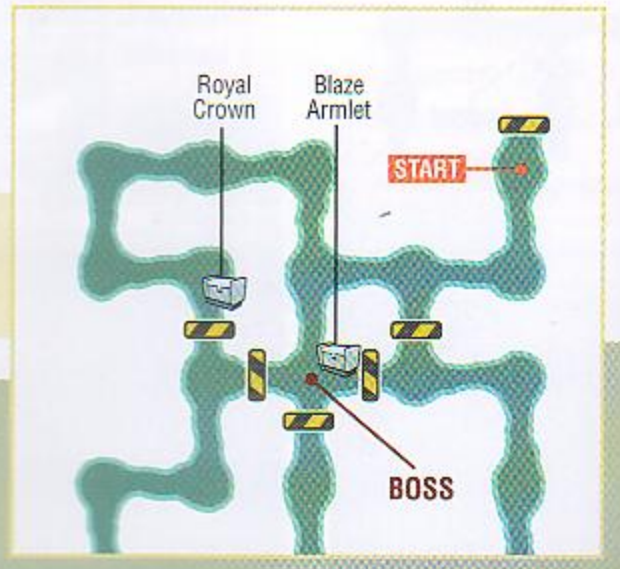
STRATAGEM
There's no denying the power of Assault Twister+ and its ability to slay all of the creatures in this mission with a single attack, provided it has a high ATK rating. However, this doesn't mean you should use it exclusively. The Mandrakes possess an attack, called Hysteric Voices, that siphons off hundreds of SP. These foes often appear with Scarabs and are typically spread out—it's impossible to hit them all with a single Assault Twister+ attack. To prevent this from happening, use Quake instead. This spell is powerful enough to kill all of the ground-based enemies and its wide area of effect should eliminate the Mandrakes.



6-5-3 THE REPORTING DEPARTMENT

Availability: This mission unlocks after successful completion of Mission 6-5-2.

We have information on a Reporting Department competitor hiding materials in the wasteland. Collect the materials! You may keep all items obtained during this mission, but be extra careful—they seem to have placed monsters to secure their stash!



Mission Success
- ★ **Reward:** Mythril x3
- ★ **Unlocks:** Mission 6-5-4

ENEMIES

Enemy Name	HP	Page No.
Deathgaze	17520	233
Scarab	6253	236
Scissor Claw	57850	240
Mandrake	9975	245

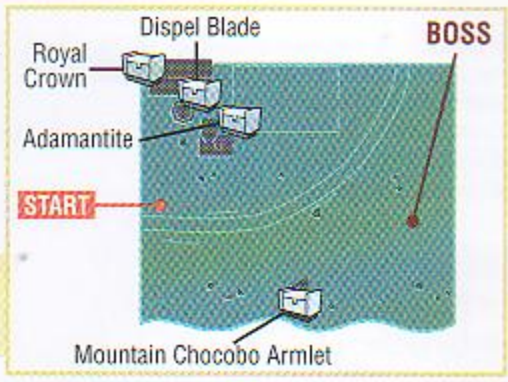
STRATAGEM
Cast Quake and Assault Twister+ in quick succession to rid the land of its monsters and lay claim to the valuable prize. You can take your time and steal some items in the process, but make sure you equip Zack with Brigand's Gloves to guarantee a successful heist.



6-5-4 SECURITY DEPARTMENT

Availability: This mission unlocks after successful completion of Mission 6-5-3.

We have information on a Security Department competitor hiding materials in the plains. Collect the materials! You may keep all items obtained during this mission—but use caution, as monsters have been placed to protect the stash!



Mission Success
★ **Reward:** Mythril x3
★ **Unlocks:** Mission 6-5-5

ENEMIES

Enemy Name	HP	Page No.	Enemy Name	HP	Page No.
Deathgaze	17520	233	Grand Horn	65040	246
Volcano	27850	238	Mandrake	9975	245

STRATAGEM

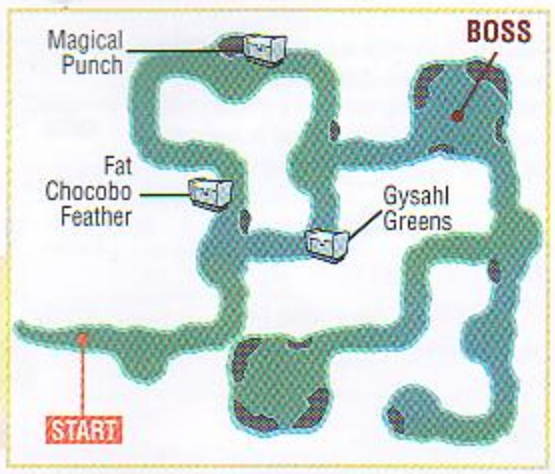
Head north at the start of the mission to collect the items from the chests near the farmhouse; in particular, get the Dispel Blade to the right of the silo. Use Quake and Assault Twister+ against the weaker foes, but another approach is needed for the Grand Horn. This foe has protection against physical and magical attacks, but it is vulnerable to Dispel Blade or an attack such as Costly Punch or Goblin Punch.



6-5-5 ARMS DEVELOPMENT DEPT.

Availability: This mission unlocks after successful completion of Mission 6-5-4.

We have information on a Weapons Development Department competitor hiding materials in the caves. Collect the materials! You may keep all items obtained during this mission, but stay frosty, as monsters are present to protect the prize!



Mission Success
★ **Reward:** Drainga (Master, HP +500%)
★ **Unlocks:** Mission 6-5-6

ENEMIES

Enemy Name	HP	Page No.	Enemy Name	HP	Page No.
Sahagin Prince	44680	232	Volcano	27850	238
Deathgaze	17520	233	Mover EX	34860	244

STRATAGEM

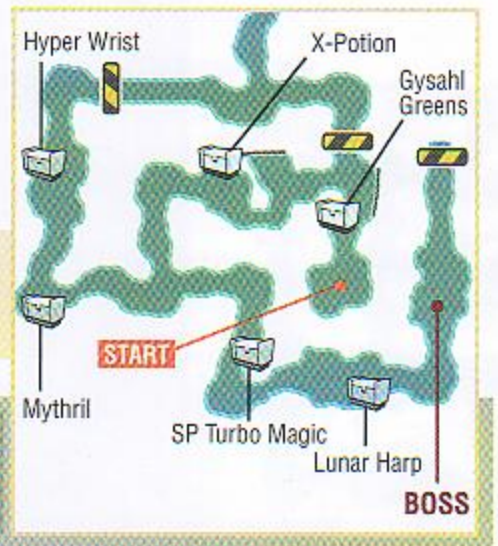
Seek the Mover EX in the northeast corner of the area. Hit this foe with Costly Punch to gain a very powerful version of the Drainga materia. Even if you don't want to use the Drainga spell, equipping this materia will give Zack a 500% boost to his HP, thus making it easier to use Costly Punch any time you want!



6-5-6 SCIENCE DEPARTMENT

Availability: This mission unlocks after successful completion of Mission 6-5-5.

We have information on a Science Department competitor hiding materials in the coal mines. Collect the materials, but be extra careful—they've placed monsters to secure their stash! You may keep all items obtained during this mission.



Mission Success
★ **Reward:** High Jump (Master, ATK +40)
★ **Unlocks:** Mission 6-6-1

ENEMIES

Enemy Name	HP	Page No.
Sahagin Prince	44680	232
Iron Claw	69780	240
Mover EX	34860	244

STRATAGEM

This mission has various chests scattered throughout the tunnels in the mines. With Costly Punch equipped, Zack should have little trouble reaching them. Focus on eliminating the Mover EX foes when they appear, then go after the other enemies.

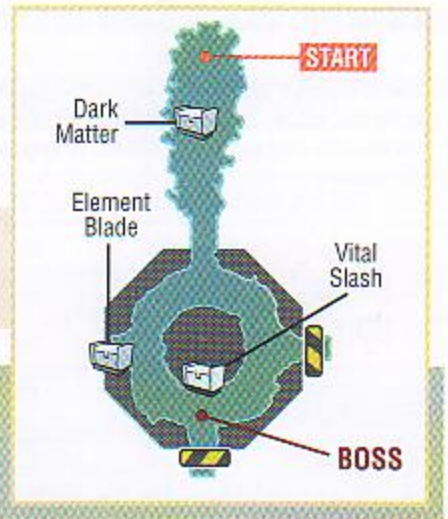


6-6: COUNTER-MAFIA PROJECT

6-6-1 THE DON'S SECRET

Availability: This mission unlocks after successful completion of Mission 6-5-6.

We have information on items hidden by Don Corneo, the mafia boss who controls the Wall Market. The purpose of the mission is to bring Corneo's excessive forces under control. You are allowed to keep all items you obtain during the mission.



Mission Success
★ **Reward:** Fat Chocobo Feather x4
★ **Unlocks:** Mission 6-6-2

ENEMIES

Enemy Name	HP	Page No.
Iron Claw	69780	240
Jack o' Lantern	92850	241
Mover EX	34860	244

STRATAGEM

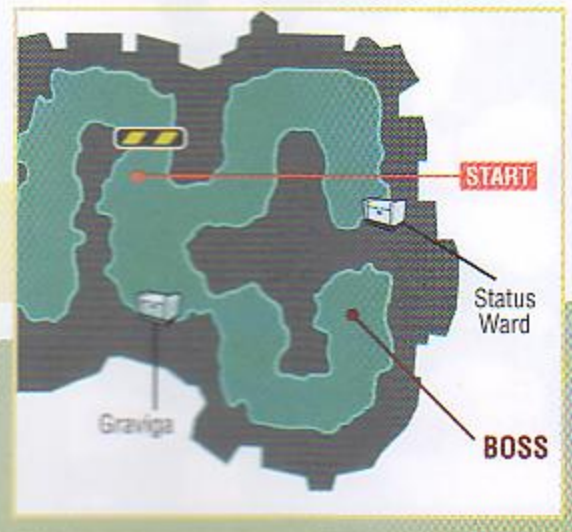
The Jack o' Lantern foes are immune to Quake, plus they can slam into Zack and cause considerable damage. Although they look rather benign, these flying foes can inflict tens of thousands of HP worth of damage! Fortunately, Costly Punch can still hit them. Use this attack on every enemy to keep Zack safe and to prohibit the monsters from issuing their Flare attack.



6-6-2 THE DON'S SECOND SECRET

Availability: This mission unlocks after successful completion of Mission 6-6-1.

New information tells us that Don Corneo has apparently hidden more items in the slums. The purpose of the mission is to bring Corneo's excessive forces under control. You are allowed to keep all items you obtain during the mission.



Mission Success
★ **Reward:** Mythril x5
★ **Unlocks:** Mission 6-6-3

ENEMIES

Enemy Name	HP	Page No.
Lesser Worm	42450	235
Iron Claw	69780	240
Horned Devil	72800	242
Mover EX	34860	244

STRATAGEM

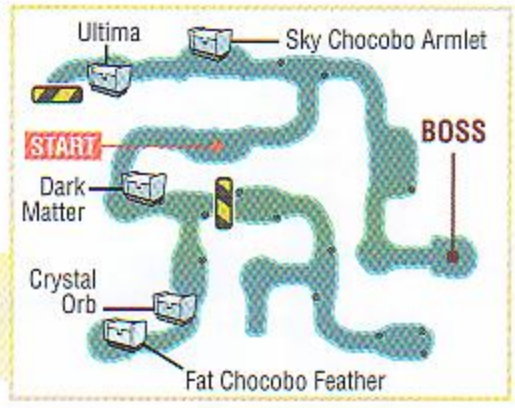
It's back to the market in the slums for another mission. This time, watch for the Horned Devils and eliminate them before they can cast their protective status effects. If they protect themselves from physical and magic attacks, Zack's options to inflict damage are diminished. Remember that the Mover EX can cast Graviga in addition to its trademark Delta Attack—hit this foe with Costly Punch before it gets the opportunity!



6-6-3 SECRET IN THE CAVERNS

Availability: This mission unlocks after successful completion of Mission 6-6-2.

This just in: Don Corneo has hidden additional items in the caves. The purpose of the mission is to bring Corneo's excessive forces under control. You are allowed to keep all items you obtain during the mission.



Mission Success
★ **Reward:** Adamantite x5
★ **Unlocks:** Mission 6-6-4

ENEMIES

Enemy Name	HP	Page No.
Lesser Worm	42450	235
Horned Devil	72800	242

Enemy Name	HP	Page No.
Mover EX	34860	244

STRATAGEM

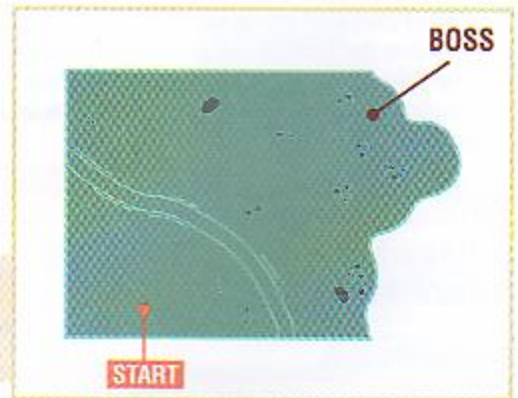
One big issue in this mission is the sheer number of foes! Against the Lesser Worms, be quick with the Quake spell or they may try to ensnare Zack in their Absolute Stop Thread. The Mover EX and Horned Devil will also attack with Graviga, Energy and Ultima, so there's not much time for hesitation. It's kill or be killed in the caves, so equip the Protect Ring and have the Quake and Costly Punch materia at the ready.



6-6-4 SECRET ON THE PLAINS

Availability: This mission unlocks after successful completion of Mission 6-6-3.

Breaking information tells us that Don Corneo has apparently hidden more items in the plains. The purpose of the mission is to bring Corneo's excessive forces under control. You are allowed to keep all items you obtain during the mission.



Mission Success
★ **Reward:** Gold Rolling Pin
★ **Unlocks:** Mission 6-6-5

ENEMIES

Enemy Name	HP	Page No.
Gremlin	58770	234
Destroyer	52500	239

Enemy Name	HP	Page No.
Giant Hornets	13850	246

STRATAGEM

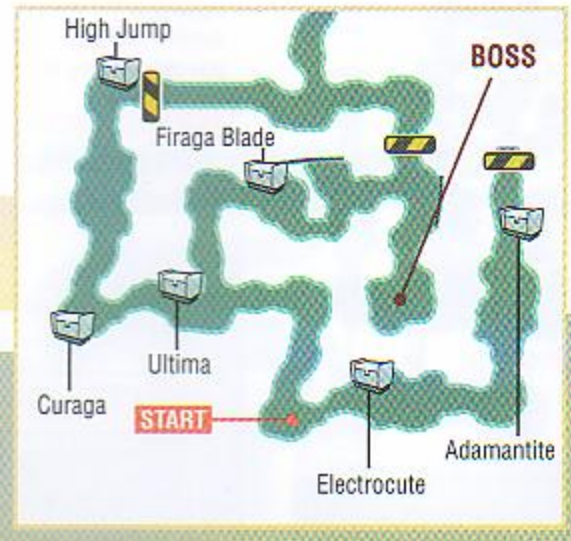
The presence of Giant Hornets and Gremlins means that you should equip Zack with fire-type materia. Equip the Blaze Armlet to stay safe from the Gremlins' fire-based attacks and equip Tri-Fire or Hell Firaga to battle the Giant Hornets. The Giant Hornets have a very high VIT rating and are particularly resistant to anything not fire-based. Cast Tri-Fire at the Giant Hornets right away to prevent the Gremlins from healing. Only turn and attack the other creatures once the Giant Hornets have been eliminated.



6-6-5 THE MELANCHOLY DON

Availability: This mission unlocks after successful completion of Mission 6-6-4.

New intelligence tells us that Don Corneo has apparently hidden more items in the coal mines. The purpose of the mission is to bring Corneo's excessive forces under control. You are allowed to keep all items you obtain during the mission.



Mission Success
★ **Reward:** Dark Matter x10
★ **Unlocks:** Mission 6-6-6

ENEMIES

Enemy Name	HP	Page No.
Gremlin	58770	234
Destroyer	52500	239
Gaea Malboro	1285650	244
Giant Hornets	13850	246

STRATAGEM

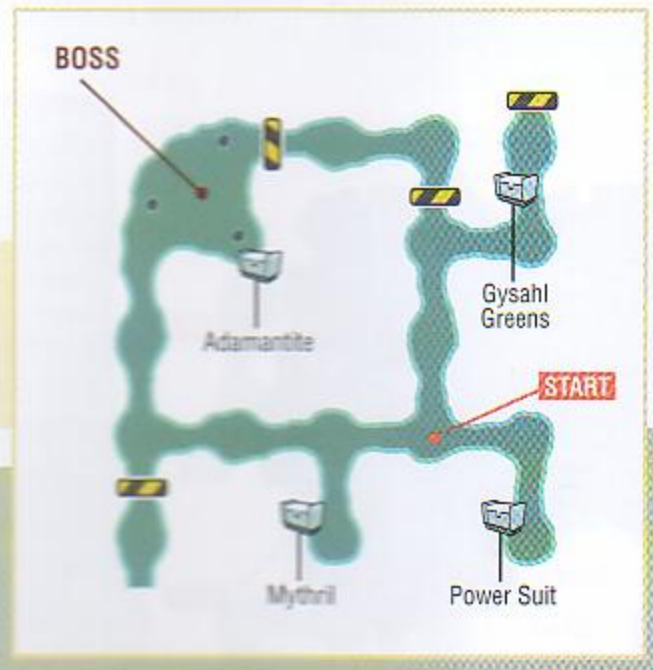
Gaea Malboro serves up a battle of attrition in this mission with 10 pieces of Dark Matter at stake. Although the Gaea Malboro is rather sluggish, it will spin around and spew its poisonous Really Bad Breath and Gastric Juices attacks with surprising range. It will also try to bite Zack's head. To damage this foe, stay behind it and hit it with Costly Punch. It will take approximately 13 hits of Costly Punch to defeat this plant-like creature, so make sure Zack has Regen cast or equip him with an accessory (preferably the Genji Armor, if you filled the DMW) that grants that status effect. Make sure to protect him from Poison, too.



6-6-6 THE DON'S TWILIGHT

Availability: This mission unlocks after successful completion of Mission 6-6-5.

Sources tell us that Don Corneo has apparently hidden more items in the wasteland. The purpose of the mission is to bring Corneo's excessive forces under control. You are allowed to keep all items you obtain during the mission.



Mission Success
★ **Reward:** Hero Drink x10
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Gremlin	58770	234
Giant Hornets	13850	246
Humbaba	898500	247

STRATAGEM

Depending on how well-equipped Zack is going into this mission, the fight against the Humbaba could be a very humb-ling experience. This highly aggressive king of the Behemoth species has several powerful physical attacks and a number of vicious special attacks, specifically its devastating Uppercut. Fighting this beast without Costly Punch, Genji Armor, Brutal, and the Protect Ring is foolish. Additionally, make sure Zack has a Max HP of at least 80000, but preferably you'll want it maxed out at 99999 so the Limit Breaks and Power Surges received from the DMW don't render Costly Punch useless. A high VIT rating will also help make this mission that much easier.

Try to stay to the side or behind the Humbaba and avoid its mouth at all costs. The Humbaba will attack with its tail, but it usually prefaces these attacks with a quick waggle before the full-blown swipe. To avoid these mighty tail attacks, just dodge to the side. Use a Phoenix Down before the battle just in case and make sure you have Drainga or Curaga on hand.



SEEKING PRICELESS ITEMS

Mission Directory

Subcategory	Code Number	Mission Name	Availability	Suggested Level	Reward
7-1: Recall Missions	7-1-1	Freight Recall	1 2 3 4 5 6 7 8 9 10	12	Headband
	7-1-2	Black Market Recall	1 2 3 4 5 6 7 8 9 10	14	Star Pendant
	7-1-3	Cargo Recall	1 2 3 4 5 6 7 8 9 10	17	Diamond Gloves
	7-1-4	Supplies Recall	1 2 3 4 5 6 7 8 9 10	19	Pearl Necklace
	7-1-5	Deputy Assignment	1 2 3 4 5 6 7 8 9 10	24	Frost Armlet
	7-1-6	Second Deputy Assignment	1 2 3 4 5 6 7 8 9 10	27	Sprint Shoes
7-2: Precious Things	7-2-1	Search and Destroy	1 2 3 4 5 6 7 8 9 10	19	Item Fusion Tome
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	7-2-5	Operation: Mako Reactor III	1 2 3 4 5 6 7 8 9 10	33	Backpack
	7-2-6	Accessories Recall	1 2 3 4 5 6 7 8 9 10	36	Paralyzing Shock
7-3: ESP Development Project	7-3-1	P's Precognition Lv. 1	1 2 3 4 5 6 7 8 9 10	38	Black Cowl
	7-3-2	P's Precognition Lv. 2	1 2 3 4 5 6 7 8 9 10	44	Snow Armlet
	7-3-3	P's Precognition Lv. 3	1 2 3 4 5 6 7 8 9 10	50	Sea Chocobo Armlet
	7-3-4	P's Precognition Lv. 4	1 2 3 4 5 6 7 8 9 10	56	Gold Hairpin
	7-3-5	P's Precognition Lv. 5	1 2 3 4 5 6 7 8 9 10	61	Snow Armlet
	7-3-6	P's Precognition Lv. 6	1 2 3 4 5 6 7 8 9 10	67	Adaman Bangle
7-4: Contacts From P	7-4-1	First Contact	1 2 3 4 5 6 7 8 9 10	74	Twisted Headband
	7-4-2	Second Contact	1 2 3 4 5 6 7 8 9 10	81	Brigand's Gloves
	7-4-3	Third Contact	1 2 3 4 5 6 7 8 9 10	88	Headband
	7-4-4	Fourth Contact	1 2 3 4 5 6 7 8 9 10	94	Mythril Armlet
	7-4-5	Signs of Growth	1 2 3 4 5 6 7 8 9 10	99	Blaze Armlet
	7-4-6	Breakthrough	1 2 3 4 5 6 7 8 9 10	99	Brutal
7-5: Orphans Escaping	7-5-1	Boy in the Caverns	1 2 3 4 5 6 7 8 9 10	99	Sky Chocobo Armlet
	7-5-2	Eldest in the Wasteland	1 2 3 4 5 6 7 8 9 10	99	Gold Armlet
	7-5-3	Girl on Desert Island	1 2 3 4 5 6 7 8 9 10	99	Sky Chocobo Armlet
	7-5-4	Second Son in the Wasteland	1 2 3 4 5 6 7 8 9 10	99	Power Suit
	7-5-5	Twins in the Caverns	1 2 3 4 5 6 7 8 9 10	99	Energy Suit
	7-5-6	Youngest in the Wasteland	1 2 3 4 5 6 7 8 9 10	99	Wizard Bracelet
7-6: The Accessory Craftsman	7-6-1	A Recruiter's Departure	1 2 3 4 5 6 7 8 9 10	99	Good-Luck Charm
	7-6-2	A Recruiter's Close Call	1 2 3 4 5 6 7 8 9 10	99	Faerie Ring
	7-6-3	A Recruiter in a Slump	1 2 3 4 5 6 7 8 9 10	99	Protect Ring
	7-6-4	The Irritated Recruiter	1 2 3 4 5 6 7 8 9 10	99	Mog's Amulet
	7-6-5	The Frustrated Recruiter	1 2 3 4 5 6 7 8 9 10	99	Twisted Headband
	7-6-6	The Determined Recruiter	1 2 3 4 5 6 7 8 9 10	99	Energy Suit

7-1: RECALL MISSIONS

7-1-1 FREIGHT RECALL

Availability: Talk to the Soldier 3rd Class Lv. 1 in the Briefing Room at the start of Chapter 3.

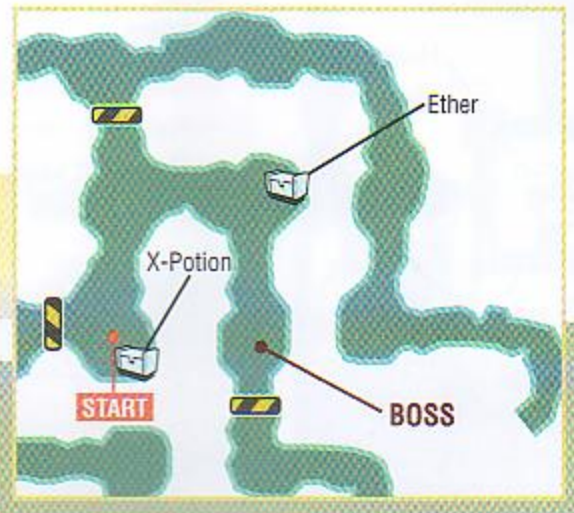
A Shinra freight carrier has sunk near Mideel. Some of its cargo has drifted to a desert island in the area, and the last thing we want is anti-Shinra elements procuring that cargo. Get there and retrieve what is ours.

Mission Success

- **Reward:** Headband
- **Unlocks:** Mission 7-1-2

ENEMIES

Enemy Name	HP	Page No.
G Assassin	720	214
Heli Gunner	1850	221
Guard Hound	491	227



STRATAGEM

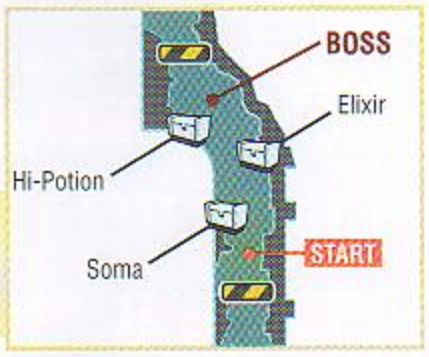
Battling two Heli Gunners at the same time isn't too difficult if you have a high-level Thunder materia, but without it you'll need to concentrate on one Heli Gunner at a time. Get between the Heli Gunner and the cliff, so the other Heli Gunner can't attack Zack's blind side.



7-1-2 BLACK MARKET RECALL

Availability: This mission unlocks after successful completion of Mission 7-1-1.

Certain Shinra-brand accessories were being traded illegally in the slum marketplace. The employee responsible has already been arrested, but some of the accessories are still hidden in the slums. Go there and recover all of the accessories.



Mission Success
★ **Reward:** Star Pendant
★ **Unlocks:** Mission 7-1-3

ENEMIES

Enemy Name	HP	Page No.
G Avenger	1230	214
Bee Saucer I	1020	220

Enemy Name	HP	Page No.
Sweeper	3400	224

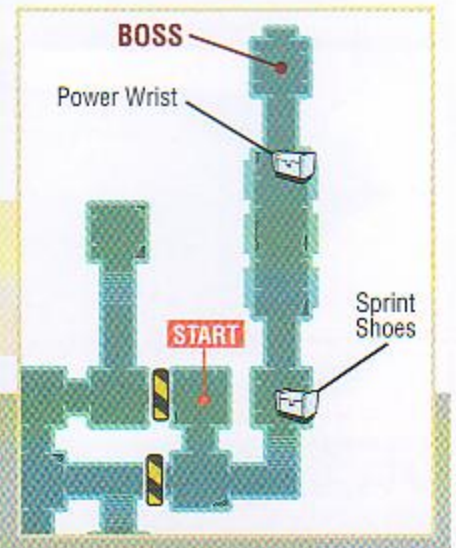
STRATAGEM
The Sweeper isn't nearly as tough as it looks. Every swing of Zack's sword not only staggers the Sweeper a bit, but it can be used to effectively prevent it from ever attacking! Just run up to it and slash away until it has been defeated.



7-1-3 CARGO RECALL

Availability: This mission unlocks after successful completion of Mission 7-1-2.

Our cargo stolen by an anti-Shinra element has been found inside the plate. The organization was neutralized, but an AI weapon glitch prevented us from reclaiming our precious cargo. We have no use for malfunctioning machines—destroy them and collect our goods!



Mission Success
★ **Reward:** Diamond Gloves
★ **Unlocks:** Mission 7-1-4

ENEMIES

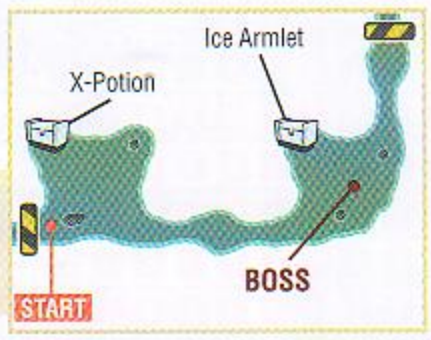
Enemy Name	HP	Page No.
G Assailant	2040	214
Bee Saucer I	1020	220
Flying Machine	4243	221

STRATAGEM
Some of the items in this mission are rather helpful early in the game. Equip the Power Wrist (in the second chest) before battling the Flying Machine. This mission's boss is essentially an updated form of the Heli Gunner. Watch for the bombs it deploys and attack from the side and back so it can't launch a surprise gun blast at close range. Immediately swap out the Power Wrist for the Diamond Gloves after completing the mission.

7-1-4 SUPPLIES RECALL

Availability: This mission unlocks after successful completion of Mission 7-1-3.

SOLDIER supplies that went missing along with stocks of Shinra weapons have been found in the wasteland. Genesis troops have also been spied in the area. Go to the site and collect all supplies.



Mission Success
★ **Reward:** Pearl Necklace
★ **Unlocks:** Mission 7-1-5

ENEMIES

Enemy Name	HP	Page No.
G Commando	2448	214
Metal Saucer I	1680	220

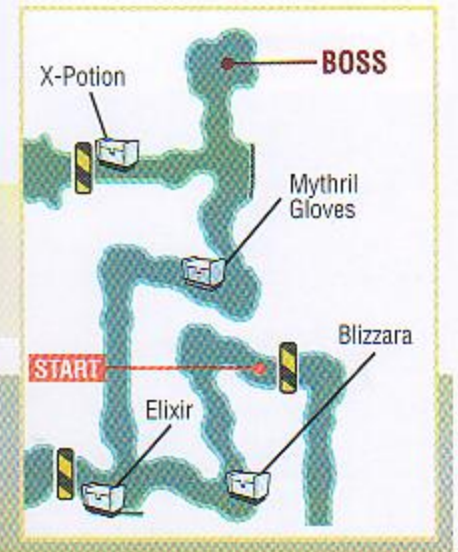
STRATAGEM
The G Commandos are equipped with poison-tainted knives and they know how to use them. It's not required to equip Zack with the Esuna materia, but make sure to use Esuna instead of consuming a Remedy if he gets hit with the Poison status effect.



7-1-5 DEPUTY ASSIGNMENT

Availability: This mission unlocks after successful completion of Mission 7-1-4.

A SOLDIER 3rd Class was sent alone to reclaim cargo stolen by Genesis's troops. He came back injured and dejected, and has been pulled out of action. Please head to the site and collect the cargo.



Mission Success
★ **Reward:** Frost Armlet
★ **Unlocks:** Mission 7-1-6

ENEMIES

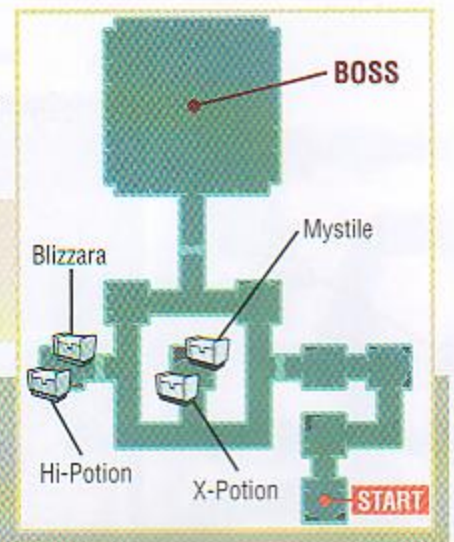
Enemy Name	HP	Page No.
G Diver	3440	216
Needle Machine	7430	224
Guard Fang	2060	228

STRATAGEM
Eliminate the Guard Fang right away, then focus on the Needle Machine at the end. Be aware of the Needle Machine's Holy Javelin attack, as it can deplete Zack of well over 1000 HP even with a mastered VIT Up materia equipped. Focus on flanking the enemy and attacking swiftly from behind.

7-1-6 SECOND DEPUTY ASSIGNMENT

Availability: This mission unlocks after successful completion of Mission 7-1-5.

This is an emergency situation. Shinra accessories have been stolen by Genesis troops that infiltrated the plate. They are apparently too tough for the SOLDIER 3rd Class operatives we sent in. You must go there and get back the accessories.



Mission Success
★ **Reward:** Sprint Shoes
★ **Unlocks:** Return to the Briefing Room to receive the Premium Tires from the Soldier 3rd Class.

ENEMIES

Enemy Name	HP	Page No.
G Legion	3040	216
Chain Machine	11800	225
Launcher Machine	12500	225

STRATAGEM
The G Legion units routinely cast Barrier on themselves if given the chance, so attack them quickly or suffer a long battle. The Chain Machine and Launcher Machine are quite aggressive and will seldom get close enough to attack simultaneously. It's best to pick one, get behind it, and hit it with Vital Slash to soften it up for the kill.

7-2: PRECIOUS THINGS

7-2-1 SEARCH AND DESTROY

Availability: Available at the start of Chapter 4, immediately after arriving at the Church in the Sector 5 Slums.

We have located one of Genesis's underground equipment bunkers. Destroying this facility would put a heavy dent into their reinforcements. Go there immediately, infiltrate the site, crush the enemy, and collect their equipment.



Mission Success
★ **Reward:** Item Fusion Tome
★ **Unlocks:** Mission 7-2-2

ENEMIES

Enemy Name	HP	Page No.
G Eraser	8400	216
Sweeper	3400	224

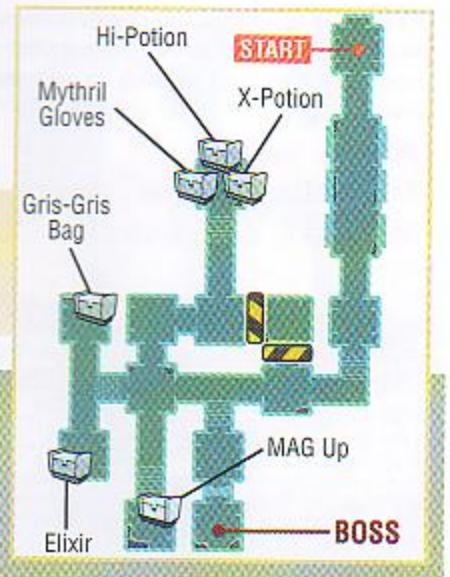
Enemy Name	HP	Page No.
Pile Machine	10230	224

STRATAGEM
Quickly destroy the Sweepers when they appear alongside a stronger foe, especially when they appear with a Pile Machine. The Pile Machine has several powerful attacks, so equip ATK Up and VIT Up materia in case Zack gets cornered.

7-2-2 SEARCH AND DESTROY II

Availability: This mission unlocks after successful completion of Mission 7-2-1.

We have destroyed their factory, but Genesis troops have built yet another in a new location. You must raid the site and crush the enemy. However, they have learned from the last attack and have boosted their defenses. Proceed with caution.



Mission Success
★ **Reward:** Keychain
★ **Unlocks:** Mission 7-2-3

ENEMIES

Enemy Name	HP	Page No.
G Avenger	1230	214
Red Saucer III	2220	219
Sweeper	3400	224
Cutter Machine	9800	225
Arachno	28400	248

STRATAGEM
This sprawling area contains many valuable items, but Zack must survive many random encounters to reach them. Make it easier by defeating the Red Saucer III foes first to prevent them from casting Barrier onto the tougher enemies. As for Arachno, stay behind it and guard against its Super EM Field attack.

7-2-3 OPERATION: MAKO REACTOR I

Availability: This mission unlocks after successful completion of Mission 7-2-2.

Monsters have appeared in a mako reactor construction site, shutting down several working blocks. SOLDIER must break through the closed-off blocks, eliminate the swarm of insectoid monsters, and collect any equipment left on site.



Mission Success
★ **Reward:** Thunder Armlet
★ **Unlocks:** Mission 7-2-4

ENEMIES

Enemy Name	HP	Page No.
Bizarre Bug	1120	236
King Scarab	3776	236

STRATAGEM
Assault Twister will make things go more quickly in this mission. Each battle consists of numerous Bizarre Bugs—run to the middle of their group and unleash Assault Twister to slice them to shreds. It may take a couple of extra attacks to finish off the King Scarabs, but the same tactic applies.



7-2-4 OPERATION: MAKO REACTOR II

Availability: This mission unlocks after successful completion of Mission 7-2-3.

There's still trouble at the mako reactor construction site. With more types of monsters than before, we can only depend on SOLDIER. Enter the construction area, eliminate the monsters, and collect the equipment on site.



Mission Success
★ **Reward:** Dragon Armlet
★ **Unlocks:** Mission 7-2-5

ENEMIES

Enemy Name	HP	Page No.
King Scarab	3776	236
Death Claw	9050	240
Gargoyle	6668	241

STRATAGEM
This is a good time to start using the Stop materia, as the three types of enemies here work well together and can really disrupt the combat. Cast Stop on the Death Claw or Gargoyle at the start of each fight. This makes it easier to focus on just one foe at a time. Also, open each chest in this mission as the contents are truly worth the effort.



7-2-5 OPERATION: MAKO REACTOR III

Availability: This mission unlocks after successful completion of Mission 7-2-4.

The chaos at the construction site seems to have settled down. Only one block is still closed—if we can bring this final block under control, our job will be done. Please hurry to the site.



Mission Success
★ **Reward:** Backpack
★ **Unlocks:** Mission 7-2-6

ENEMIES

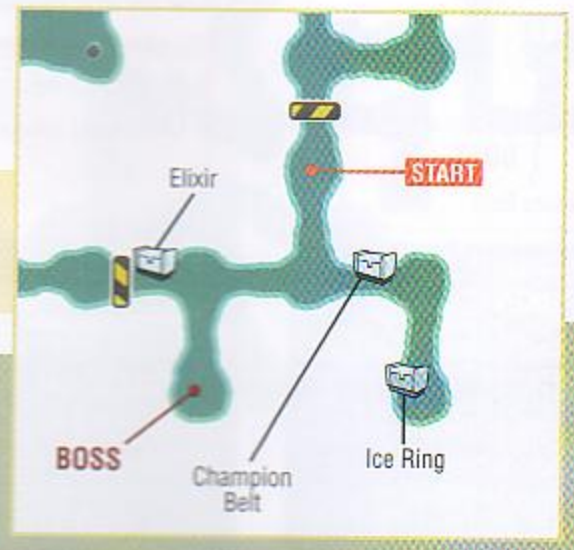
Enemy Name	HP	Page No.
Ahriman	6910	233
King Scarab	3776	236
Gargoyle	6668	241

STRATAGEM
The addition of the Ahriman to the mix of Gargoyles and King Scarabs adds some extra challenge to this mission, but the same tactics from the previous mission apply. Cast Stop at the start of the battle to halt the Ahriman, then destroy the Gargoyles as quickly as possible. Consider equipping the Dragon Armlet, as it will halve the damage received from the Gargoyle's lightning attacks.

7-2-6 ACCESSORIES RECALL

Availability: This mission unlocks after successful completion of Mission 7-2-5.

Troops carrying accessories have been attacked by monsters. The troops have made it back, but the accessories were left at the site. You must collect the accessories while battling the monsters in the area.



Mission Success
★ **Reward:** Paralyzing Shock
★ **Unlocks:** Mission 7-3-1

ENEMIES

Enemy Name	HP	Page No.
Ahriman	6910	233
King Scarab	3776	236
Griffon	17840	237

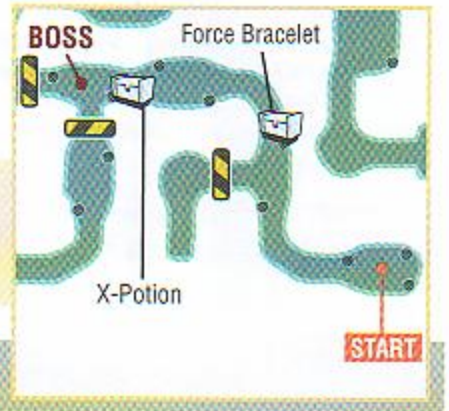
STRATAGEM
Hit the Griffon with Graviga as soon as the battle begins, then start running in a wide circle around the foe. This should prevent the Griffon's powerful Feather Shot attack from hitting Zack. Hit the enemy with another Graviga attack while it erroneously fires its feathers in the other direction, then move in behind it to deliver the final blow.



7-3-1 P'S PRECOGNITION LV. 1

Availability: This mission unlocks after successful completion of Mission 7-2-6.

One of our secret projects involves developing extra-sensory perception. Test Subject "P" has sensed an accessory component waiting to be found in the caves. We ask that you go to the caves to verify this claim.



Mission Success
- ★ **Reward:** Black Cowl
- ★ **Unlocks:** Mission 7-3-2

ENEMIES

Enemy Name	HP	Page No.
Ahriman	6910	233
Evilgoyle	13668	241
Head Hunter	2810	242

STRATAGEM

The Evilgoyle enemies have several lightning-based attacks and the ability to inflict Curse. Equip an item that protects against Curse and try to evade the lightning attacks while moving behind an Evilgoyle. They don't turn around quickly, so there should be time for Critical strikes.



7-3-2 P'S PRECOGNITION LV. 2

Availability: This mission unlocks after successful completion of Mission 7-3-1.

P's skills are improving by the minute. In this session, he has sensed an accessory component within the caves. Search the caves and verify his extra-sensory vision.



Mission Success
- ★ **Reward:** Snow Armlet
- ★ **Unlocks:** Mission 7-3-3

ENEMIES

Enemy Name	HP	Page No.
Red Cap	6128	233
Demon	19182	241
Head Hunter	2810	242

STRATAGEM

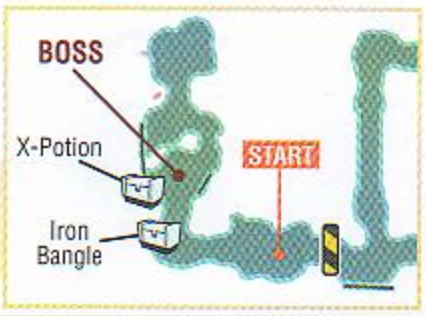
The Demons possess a Death attack that can KO Zack with a single hit. Therefore, make sure to equip Zack with a Safety Bit or a similar Death-preventing accessory. The other significant threat lies in the ability of the Red Caps to inflict Poison. Focus on killing the Red Caps as soon as possible and/or equip an item that wards off Poison.



7-3-3 P'S PRECOGNITION LV. 3

Availability: This mission unlocks after successful completion of Mission 7-3-2.

We're observing tremendous growth in P's skills. In this session, he has sensed an accessory component within the coal mines. Go to the mines and verify his extra-sensory vision.



Mission Success
- ★ **Reward:** Sea Chocobo Armlet
- ★ **Unlocks:** Mission 7-3-4

ENEMIES

Enemy Name	HP	Page No.
Red Cap	6128	233
Demon	19182	241

Enemy Name	HP	Page No.
Hornets	5604	245

STRATAGEM

Keep the Safety Bit and any Poison-preventing items equipped and add Firaga. The Hornets are notoriously difficult to defeat without the aid of fire-based magic. Just be sure to target the Hornets first, since the Red Caps will absorb the fire and convert it to HP.



7-3-4 P'S PRECOGNITION LV. 4

Availability: This mission unlocks after successful completion of Mission 7-3-3.

Test Subject P's growth knows no bounds. In this session, he has sensed an accessory component waiting in the caves. Head there and verify his extra-sensory vision.



Mission Success
- ★ **Reward:** Gold Hairpin
- ★ **Unlocks:** Mission 7-3-5

ENEMIES

Enemy Name	HP	Page No.
G Devastator	88287	218
Bee Saucer III	1830	220
Sky Armor	16844	221

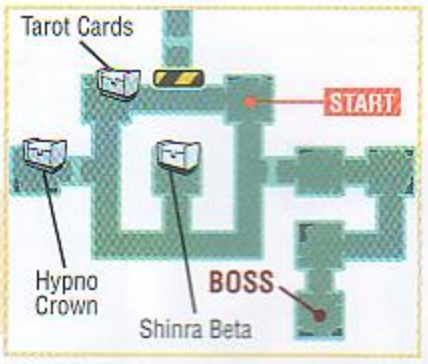
STRATAGEM

Equip Hell Thundaga and Elemental Ward to protect against the Bee Saucer's attacks and to make it that much easier to destroy the Sky Armors. The real threat in this mission is the lone G Devastator. Its Death Scythe attack is particularly vicious, so try to evade it at all costs. Stand back and pummel the G Devastator with Hell Thundaga for repeated blasts of damage. Keep this up until the beast falls and the very valuable Gold Hairpin is yours.

7-3-5 P'S PRECOGNITION LV. 5

Availability: This mission unlocks after successful completion of Mission 7-3-4.

P's skills are developing in unforeseen ways. He is predicting events of greater importance. In this session, he has sensed an accessory component inside the building. Search the premises and verify his extra-sensory vision.



Mission Success
- ★ **Reward:** Snow Armlet
- ★ **Unlocks:** Mission 7-3-6

ENEMIES

Enemy Name	HP	Page No.
G Paladin	87540	217
G Devastator	88287	218

Enemy Name	HP	Page No.
Sky Armor	16844	221

STRATAGEM

Stick to the walls while searching for the treasure chests to avoid running into any G Devastators—the G Paladin will prove troubling enough! This Genesis look-alike has a powerful gunblade but can be forced into a defensive strategy if Zack gets off to a good start early in the fight. Hit the G Paladin with a couple of Graviga attacks, then stand back and blast him with Hell Thundaga. Watch for a No AP Cost bonus and, if one should arise, move forward and put Assault Twister+ or another quick-issued command materia to use. The key is to attack fast and hard in quick succession to prevent the G Paladin from completing any Curaga casts.

7-3-6 P'S PRECOGNITION LV. 6

Availability: This mission unlocks after successful completion of Mission 7-3-5.

Test Subject P's skills have reached a new level. He will be moving on to making more important predictions. But in his last session, he has sensed an accessory component in the slums. Go to the slums and verify his extra-sensory vision.



Mission Success
- ★ **Reward:** Adaman Bangle
- ★ **Unlocks:** Mission 7-4-1

ENEMIES

Enemy Name	HP	Page No.
G Spartan	8240	216
G Paladin	87540	217

Enemy Name	HP	Page No.
G Devastator	88287	218
Belzecue	9180	228

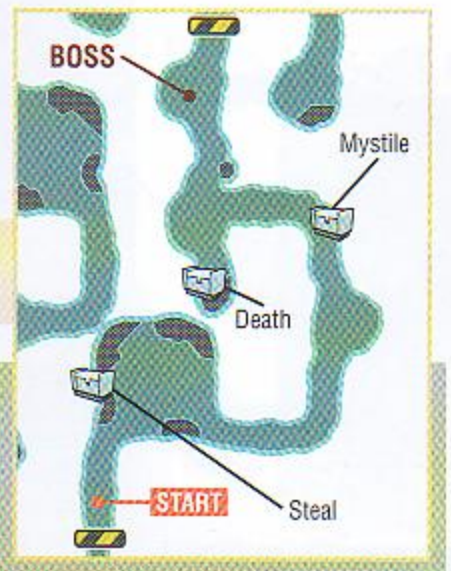
STRATAGEM

Although it may be difficult to believe, the Belzecues are among the biggest threats as they possess an attack that can easily deplete Zack of all his HP. For this reason, it's best to rush right toward them and unleash an Assault Twister+ attack. This will eliminate the threat of instant death and free Zack up to focus on defeating the tougher enemies with careful, ranged attacks. Make every effort to complete this mission as soon as possible, because the Adaman Bangle rewarded upon completion sets Zack's HP Limit to 99999, making it one of the most coveted accessories in the game.

7-4-1 FIRST CONTACT

Availability: This mission unlocks after successful completion of Mission 7-3-6.

You probably know me as "P" from the precognition tests. Now I am directly contacting you. I was able to gain these skills thanks to you. What I am about to tell you is my way of saying thanks. Go to the caves—you'll find a worthwhile accessory.



Mission Success
★ **Reward:** Twisted Headband
★ **Unlocks:** Mission 7-4-2

ENEMIES

Enemy Name	HP	Page No.
Sahagin Chief	9875	232
Balloon	9369	238
Mine	2000	238
Demon	19182	241
Hornets	5604	245

STRATAGEM
The enemies in this mission are quite a bit weaker than those in previous missions, but their numbers pose a threat nonetheless. Equip Zack with Hell Firaga and allow its triple-attack to inflict damage to Demons and Sahagin Chiefs and the homing ability will destroy the Hornets.



7-4-2 SECOND CONTACT

Availability: This mission unlocks after successful completion of Mission 7-4-1.

Hi, it's me again. "P" is my name. Predictions are my game. I sense another accessory component waiting to be claimed by you. If you trust me, go to the wasteland.



Mission Success
★ **Reward:** Brigand's Gloves
★ **Unlocks:** Mission 7-4-3

ENEMIES

Enemy Name	HP	Page No.
G Devastator	88287	218
Crazy Dagger	17432	222
Sweeper++	24580	224
Belzecue	9180	228
Dark Nation	8370	228

STRATAGEM
There are two significant threats in this mission and the first is from an unlikely source—the Crazy Dagger's ability to Stun. Equip Zack with the Status Ward materia along with a Hell Firaga or Hell Thundaga materia, or an accessory that guards against Stun. The second major threat is the G Devastator's Typhoon attack. This stronger version of the Whirlwind attack will toss Zack high into the air and drop him to the ground, depleting roughly 75% of his remaining HP. Cast Regen at the start of the battle or remember to carry enough items to recover from this damage.

7-4-3 THIRD CONTACT

Availability: This mission unlocks after successful completion of Mission 7-4-2.

Yes, it's me again. My senses seem to grow sharper with every mission you successfully complete. I am confident you'll enjoy this next one. Go to the plains to find out if I'm right.



Mission Success
★ **Reward:** Headband
★ **Unlocks:** Mission 7-4-4

ENEMIES

Enemy Name	HP	Page No.
Titanis	13892	236
Balloon	9369	238

Enemy Name	HP	Page No.
Green Grass	5872	245

STRATAGEM
Equip Zack with protection against Stun and ensure he has enough Ether to maintain a steady stream of Hell Firaga attacks. This isn't a tough fight, as long as Zack can avoid falling victim to a Stun status effect. Also, since there aren't any chests, it's possible to hug the northern map boundary to avoid random encounters.



7-4-4 FOURTH CONTACT

Availability: This mission unlocks after successful completion of Mission 7-4-3.

Yes, it's me again. My senses have never been as sharp as they are now. This next one won't let you down, either. If you trust me, go to the wasteland.



Mission Success
★ **Reward:** Mythril Armlet
★ **Unlocks:** Mission 7-4-5

ENEMIES

Enemy Name	HP	Page No.
G Spartan	8240	216
Sweeper++	24580	224

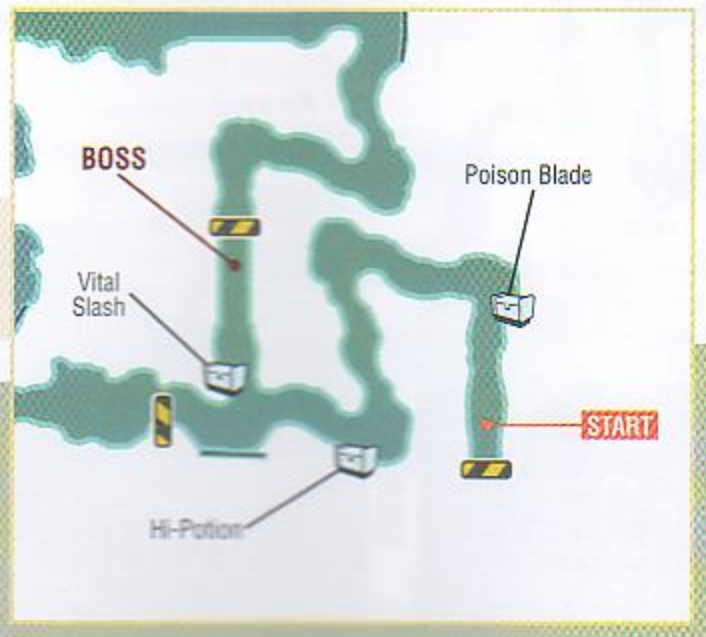
Enemy Name	HP	Page No.
Martial Tank	108770	250
Support Machine+	2880	250

STRATAGEM
The Martial Tank packs a huge amount of HP and has several high-powered attacks at its disposal. Focus on staying behind the spinning tank and maintaining constant pressure on the rear of the tank for Critical damage. Use a combination of Hell Thundaga and Assault Twister+ attacks to inflict major damage. Watch for the tank's Eject attack, as it will launch a half-dozen Support Machine+ units into the air and, although a single Assault Twister+ can destroy them all, they can inflict some serious hurt.

7-4-5 SIGNS OF GROWTH

Availability: This mission unlocks after successful completion of Mission 7-4-4.

Yes, it's me again. My senses are about to reach new heights. Would you like to witness this for yourself? Go to the coal mines to see what I mean.



Mission Success
★ **Reward:** Blaze Armlet
★ **Unlocks:** Mission 7-4-6

ENEMIES

Enemy Name	HP	Page No.
Sweeper++	24580	224
Belzecue	9180	228
G Dominator	125200	253

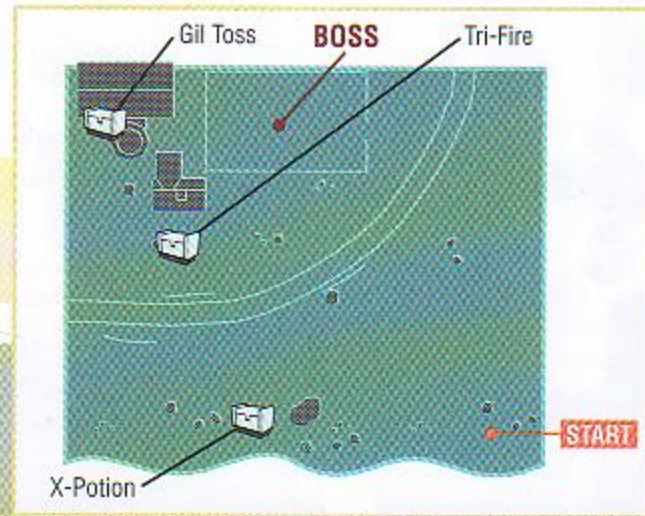
STRATAGEM
The G Dominator is a ferocious winged beast that doesn't resemble the other Genesis copies. This one has a number of extremely powerful physical attacks that can inflict thousands of HP worth of damage with each strike. Equip Zack with as many VIT boosting accessories as possible, as well as plenty of items and materia to increase his maximum HP. Attack with Graviga, Assault Twister+, and Hell Thundaga and try to keep as much distance as possible between Zack and the G Dominator.



7-4-6 BREAKTHROUGH

Availability: This mission unlocks after successful completion of Mission 7-4-5.

It's me again. I think I have new powers, and it's all thanks to you. I want you to have something. Go to the plains, and it's yours.



Mission Success
- ★ **Reward:** Brutal
- ★ **Unlocks:** Mission 7-5-1

ENEMIES

Enemy Name	HP	Page No.
Sahagin Chief	9875	232
Lava Worm	9180	235
Wyerd	48799	246

STRATAGEM

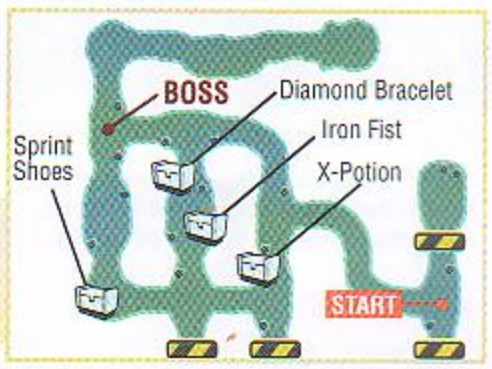
The Wyerd is a slow, powerful beast that will put up quite a challenge. The key to winning the boss battle with the Wyerd and Sahagin Chiefs is to quickly eliminate the lesser creatures with the Assault Twister+ attack to prevent them from using their Aerial Drain. The Wyerd has Null Physical and Null Magical status effects; fortunately, Costly Punch is still effective. If possible, take Magical Punch+ and fuse it with one of the DMW materia that can be purchased from the Research Dept. QMC+ shop (if you haven't done so already) to make a Costly Punch. This materia enables special attacks that can hit for up to maximum damage in exchange for 1/128th of Zack's Max HP. Subsidize this effective attack by casting Regen at the start of the fight. Try to complete this mission quickly to obtain the Brutal, which allows Zack to inflict up to 99999 damage!

7-5: ORPHANS ESCAPING

7-5-1 BOY IN THE CAVERNS

Availability: This mission unlocks after successful completion of Mission 7-4-6.

Several orphans broke out of a care facility run by Shinra, stealing several accessories in the process. The children have been returned to custody, but the accessories have not been reclaimed. Go to the area and collect all the accessories.



Mission Success
- ★ **Reward:** Sky Chocobo Armlet
- ★ **Unlocks:** Mission 7-5-2

ENEMIES

Enemy Name	HP	Page No.
Sahagin Chief	9875	232
Hippogriff	95250	237

Enemy Name	HP	Page No.
Garnet Mole	5735	242

STRATAGEM

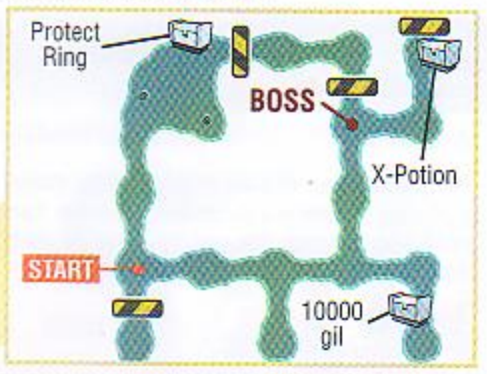
Use Assault Twister+ to slash through the Garnet Moles and Sahagin Chiefs that will appear and gradually make your way to the Hippogriff. Quickly cast Wall or Regen before killing the Garnet Moles with Assault Twister+, then switch to Costly Punch and move in behind the Hippogriff. With Brutal equipped, Zack can drop the Hippogriff with a single punch!



7-5-2 ELDEST IN THE WASTELAND

Availability: This mission unlocks after successful completion of Mission 7-5-1.

We have determined that one of the stolen accessories is in the wasteland. Head there and collect the item in question. The child is highly trained and reckless. Be mindful of the dangers in the area.



Mission Success
- ★ **Reward:** Gold Armlet
- ★ **Unlocks:** Mission 7-5-3

ENEMIES

Enemy Name	HP	Page No.
Metal Saucer III	4786	221
Spitfire	22205	221

Enemy Name	HP	Page No.
Hell Slasher	41245	222

STRATAGEM

Hug the edges of the rocks while navigating the canyons to avoid unnecessary run-ins with the Hell Slasher. Head north to the chest containing the Protect Ring and equip it, because it offers permanent Barrier and MBarrier protection, thereby freeing up a materia slot and removing the need to cast Wall at the start of each battle. The boss battle is against one of each of the three machines present. Evade the Hell Slasher's attack and immediately hit it with a Costly Punch. If all goes well, you may even destroy the Spitfire at the same time. Whatever you do, don't let the Hell Slasher make contact without having Safety Bit or another Death-preventing item equipped.

7-5-3 GIRL ON THE DESERT ISLAND

Availability: This mission unlocks after successful completion of Mission 7-5-2.

We have determined that an accessory stolen by one of the orphans is on a desert island. You must head there and liberate the accessory. The care facility in question was built to protect orphans brought from various locations by Shinra.



Mission Success
- ★ **Reward:** Sky Chocobo Armlet
- ★ **Unlocks:** Mission 7-5-4

ENEMIES

Enemy Name	HP	Page No.
G Scutatus	17570	215
Hell Slasher	41245	222

Enemy Name	HP	Page No.
Tarantula	[illegible]	248

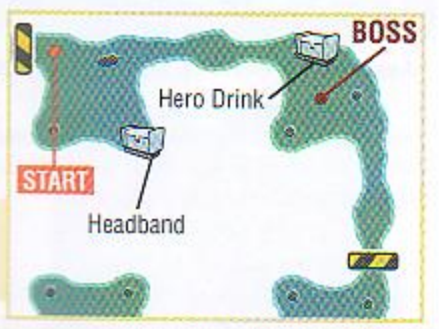
STRATAGEM

Equip Safety Bit at the start of this mission to provide protection against the Hell Slasher foes. If you need to remove the Protect Ring, make sure to equip Wall or Barrier. Aside from the Hell Slashers, don't underestimate the G Scutatus—they can dice Zack up in no time! Consider casting either Graviga or Hell Thundaga at the start of the battle to eliminate the G Scutatus units as quickly as possible. The Tarantula primarily attacks with Super EM Field and Anti-MP Field. Hit the Tarantula with Costly Punch (if you haven't boosted past 1.11 times Zack's Max HP) or switch to Quake, Gil Toss, or another powerful attack.

7-5-4 SECOND SON IN THE WASTELAND

Availability: This mission unlocks after successful completion of Mission 7-5-3.

An accessory stolen by one of the orphans has apparently been left in the wasteland. Hurry to the site and pick up the accessory. By the by, we found out why the orphans ran away—chalk it up to the harsh training forced upon them.



Mission Success
- ★ **Reward:** Power Suit
- ★ **Unlocks:** Mission 7-5-5

ENEMIES

Enemy Name	HP	Page No.
G Scutatus	17570	215
G Guardian	60245	218

Enemy Name	HP	Page No.
Sweeper+++	37870	224

STRATAGEM

Each foe has the capability of stopping Zack in his tracks. Zack can eliminate entire waves of G Scutatus enemies with a high-powered Quake spell. Similarly, he can best the boss-battle tandem of Sweeper+++ and G Guardian with just two doses of Quake. The Power Suit, the reward for completing this mission, can be used to gain tremendous boosts in HP, ATK, and VIT at the expense of MP, AP, and magic-related parameters.



7-5-5 TWINS IN THE CAVERNS

Availability: This mission unlocks after successful completion of Mission 7-5-4.

An accessory stolen by one of the orphans is apparently in the caves. Hurry to the site and pick up the accessory. By the way, the orphans are set to be assigned to various battalions that correspond with how hard they have trained...



Mission Success
- **Reward:** Energy Suit
- **Unlocks:** Mission 7-5-6

ENEMIES

Enemy Name	HP	Page No.
Bomb	6253	236
Devourer	20340	238
Vlime	17850	238
Scissor Claw	57580	240

STRATAGEM

The Scissor Claw foes attack in groups of two or more and will attempt to surround Zack. Using Costly Punch isn't a bad idea, as it makes it possible to defeat them with a single blow, but a combination of Quake and Assault Twister+ is also effective. Cast Quake to weaken the monsters, then allow them to close in around Zack and attack with Assault Twister+ to finish them off.



7-5-6 YOUNGEST IN THE WASTELAND

Availability: This mission unlocks after successful completion of Mission 7-5-5.

An accessory stolen by one of the orphans is apparently in the wasteland. Hurry to the site and pick up the accessory. Additionally, this incident has prompted the executives to review the care facility's management...



Mission Success
- **Reward:** Wizard Bracelet
- **Unlocks:** Mission 7-6-1

ENEMIES

Enemy Name	HP	Page No.
G Scutatus	17570	215
Missile Machine	95240	225

Enemy Name	HP	Page No.
Guardian Eyes	315400	248

STRATAGEM

The Missile Machine enemies have lots of HP, but Costly Punch will devastate them with a single hit. Nevertheless, cast Quake first to eliminate any G Scutatus units. There's no need to employ this tactic when facing the Guardian Eyes, though. This enormous variant of the Tarantula will attack with the same Anti-AP Field and Anti-MP Field and, although it has guns and cannons, a barrage of Costly Punch attacks will keep it on the defensive. Guard against the electric fields that envelop the Guardian Eyes, then launch another Costly Punch attack. Hit it with three Costly Punches, then finish it off with Hell Thundaga.



7-6: THE ACCESSORY CRAFTMAN

7-6-1 A RECRUITER'S DEPARTURE

Availability: This mission unlocks after successful completion of Mission 7-5-6.

A legendary accessory craftsman is said to be traveling all parts of the world, creating valuable accessories. We have received word that he is in the caves, working on a new accessory. Go to the site and invite him to join Shinra.



Mission Success
- **Reward:** Good-Luck Charm
- **Unlocks:** Mission 7-6-2

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Xin	20350	211
Wutai Imperial Guard	48520	212
Lature Dano	58580	230

STRATAGEM

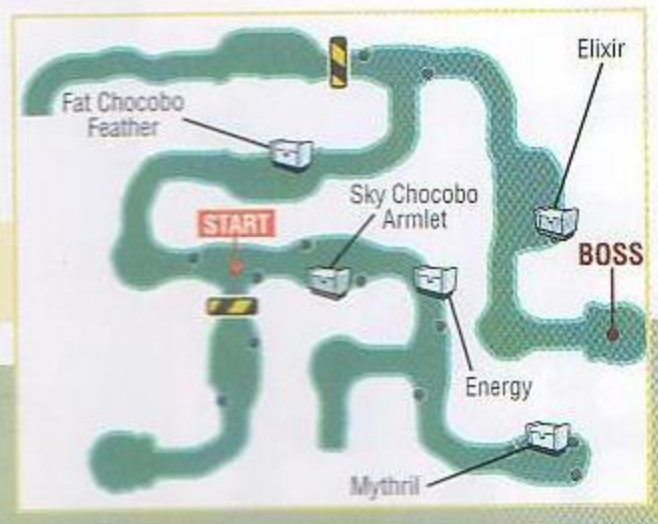
While the Wutai Soldier Xin units don't pose much of a threat, the Wutai Imperial Guard foes are much more troublesome. The latter foes possess a sneaky attack known as MP Spiller, which can completely drain Zack's MP. Target these enemies first and hit them with Costly Punch or Zack's most powerful equipped attack—this is a great way to avoid having to consume multiple Ethers and Elixirs. The final battle takes place against several Lature Dano creatures, as well as a Wutai Imperial Guard. Quickly cast Quake to interrupt their attacks, then strike the Wutai Imperial Guard with Costly Punch. Finish off the others with Assault Twister or a second Quake attack.



7-6-2 A RECRUITER'S CLOSE CALL

Availability: This mission unlocks after successful completion of Mission 7-6-1.

In the previous mission, it seems the craftsman has already completed his work and left the site. But we now have new, reliable information. He is in the caves starting work on a new accessory. Hurry there and recruit him into Shinra.



Mission Success
- **Reward:** Faerie Ring
- **Unlocks:** Mission 7-6-3

ENEMIES

Enemy Name	HP	Page No.
Sahagin Prince	44680	232
Volcano	27850	238
Grand Horn	65040	246

STRATAGEM

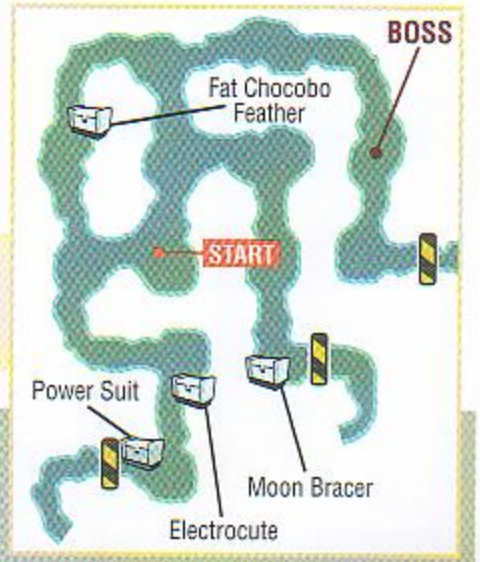
With the proper materia equipped, Zack should have little trouble disposing of each foe in this mission. Use Costly Punch to eliminate the otherwise impenetrable Grand Horn; use Assault Twister+ to squelch the Volcano; and use Hell Thundaga or Tri-Thundaga to defeat the Sahagin Prince. The three Sahagin Princes in the boss battle likely won't line up perfectly for a three-for-one kill, so make sure Zack has enough MP to cast it two or three times.



7-6-3 A RECRUITER IN A SLUMP

Availability: This mission unlocks after successful completion of Mission 7-6-2.

In the previous mission, the craftsman had finished his work and left the site before you could reach him. But our information is more reliable this time. He is on a desert island working on a new accessory. Hurry there and recruit him into Shinra.



Mission Success
★ **Reward:** Protect Ring
★ **Unlocks:** Mission 7-6-4

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Xin	20350	211
Wutai Imperial Guard	48520	212
Lature Dano	58580	230

STRATAGEM



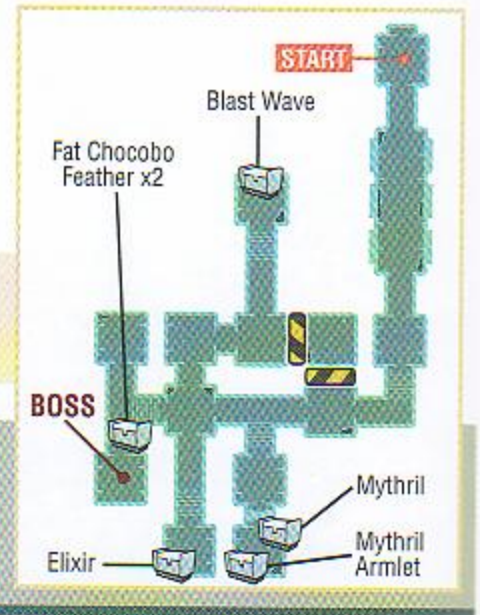
The final battle in this area places Zack in a tough spot—he'll be surrounded by two Lature Danos and two Wutai Imperial Guards. The Lature Danos will attack with Tri-Fire, while the Wutai Imperial Guards will use their MP Spiller and Counter APMP Missile attacks. This is a great time to equip the Blaze Armlet, as well as any ATK Up materia in Zack's possession.

If Zack quickly loses a lot of AP and MP, don't try to restore them. Instead, rely on the sword and attack with quick slashing combos (especially if Zack has too much HP to use Costly Punch). There will be time to cast Quake or Hell Thundaga at the start of the battle, too.

7-6-4 THE IRRITATED RECRUITER

Availability: This mission unlocks after successful completion of Mission 7-6-3.

Last time, the craftsman had yet again finished his work and left the site before you could reach him. But this time, we have more reliable information. He is in a building working on a new accessory. Hurry there and recruit him into Shinra.



Mission Success
★ **Reward:** Mog's Amulet
★ **Unlocks:** Mission 7-6-5

ENEMIES

Enemy Name	HP	Page No.
G Hoplite	48580	215
Metal Saucer IV	20650	221
Crazy Sword	102500	222

STRATAGEM

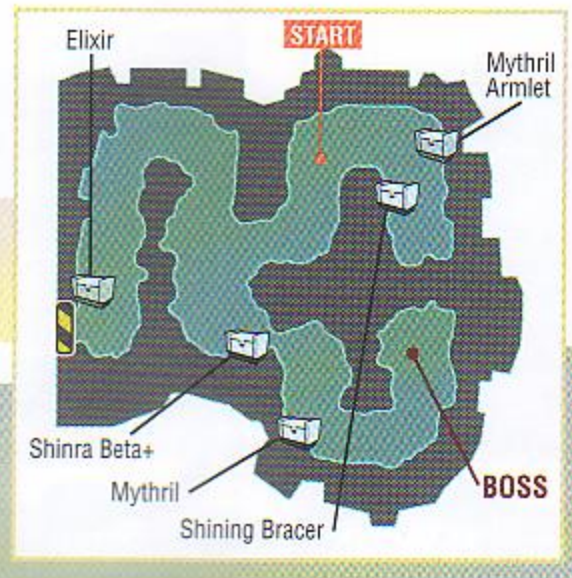


Equip Zack against Death, or risk falling victim to the Crazy Sword's Drill Attack. Also, Zack will need protection against the G Hoplite's ability to inflict Stun. Try equipping the Safety Bit and Status Ward along with Hell Thundaga to accomplish these objectives. During the battle, it's not possible to take down any of these enemies with a single Quake or Hell Thundaga attack, but these attacks will weaken at least two of them. Consider using Quake and Assault Twister+ to defeat the G Hoplites, then finish off the Crazy Sword with Costly Punch.

7-6-5 THE FRUSTRATED RECRUITER

Availability: This mission unlocks after successful completion of Mission 7-6-4.

In the previous mission, it seems the craftsman had already completed his work and left the site before you could reach him. But we now have information from a reliable source. He is in the slums starting work on a new accessory. Hurry there and recruit him into Shinra.



Mission Success
★ **Reward:** Twisted Headband
★ **Unlocks:** Mission 7-6-6

ENEMIES

Enemy Name	HP	Page No.
Angra Mainyu	43750	233
Destroyer	52500	239
Jack o' Lantern	92850	241
Mover EX	34860	244

STRATAGEM

It's important to note that three of the enemies can fly, while the only ground-based foe (the Mover EX) is resistant to most damage. Thus, it's best to forego using Quake and instead go straight to Costly Punch. Target the Mover EX first with Costly Punch, then focus on the others. Hell Thundaga and other attacks like Energy work well, so hit these foes hard!



7-6-6 THE DETERMINED RECRUITER

Availability: This mission unlocks after successful completion of Mission 7-6-5.

The craftsman is apparently risking his life to create the best accessory he has ever forged. He is now in the caves. Recruit him to Shinra before his work is complete and his life is over.



Mission Success
★ **Reward:** Energy Suit
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Magic Pot	999999	227
Gremlin	58770	234
Lesser Worm	42450	235
Dinornis	265400	236

STRATAGEM

The final battle pits Zack against three Dinornis monsters. These bird-like creatures have 265400 HP and vicious physical attacks. Costly Punch can inflict 99999 HP of damage, but it's unlikely to hit more than one at a time. For that reason, try using Graviga as it will not only hit for the same amount of damage, but it will affect all enemies in a rather wide area. Three casts of Graviga will drop all three Dinornis foes' HP to a level low enough that Assault Twister+ or Quake can finish them off. Zack may encounter a Magic Pot during this mission. To satisfy it, hit it with Gil Toss, Costly Punch and Octaslash. The key, however, is that you must be able to inflict 99,999 damage when Costly Punch connects, so make sure the appropriate items are equipped. Those seeking the Genji Shield will find it here.



ZACK, THE MATERIA HUNTER

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	8-3-4	EM Hell in the Mines	1 2 3 4 5 6 7 8 9 10	38	MAG Up++
	8-3-5	EM Hell in the Plains	1 2 3 4 5 6 7 8 9 10	44	Status Strike
	8-3-6	EM Hell in the Caverns	1 2 3 4 5 6 7 8 9 10	50	Hell Thundaga
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8-5: Anonymous Hints	8-5-1	Treasure Info 1	1 2 3 4 5 6 7 8 9 10	36	Assault Twister+
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	8-6-4	S.O.S.?	1 2 3 4 5 6 7 8 9 10	88	Flare
	8-6-5	S.O.S.	1 2 3 4 5 6 7 8 9 10	94	Smart Consumer
	8-6-6	S.O.S....?	1 2 3 4 5 6 7 8 9 10	99	Stop Blade (Master, ATK +60)

8-1: STARTING OUT

8-1-1 REMATCH WITH IFRIT

Availability: Available at the start of Chapter 2, immediately after returning from Fort Tamblin.

As a result of analyzing the materia you obtained in your fight with Ifrit, we have succeeded in trapping the creature—and chances are good that you can get your hands on rare materia. Hurry to the site.

Mission Success

★ **Reward:** Ifrit materia

★ **Unlocks:** Mission 8-1-2, Ifrit DMW Image

ENEMIES

Enemy Name	HP	Page No.
Ifrit	7820	247



STRATAGEM

Ifrit is a bit more mobile this time and isn't as easy to hit with a Blizzard spell. Stay on the move to avoid Ifrit's melee attacks and to prevent Zack's attacks from being interrupted. Stagger Ifrit with sword attacks, or use Stop Blade, then use Blizzard.

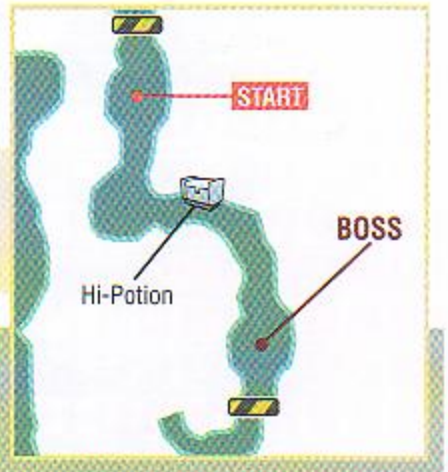


8-1-2 RAIJINCHO

Availability: This mission unlocks after successful completion of Mission 8-1-1.

We have received information of materia hidden in the nest of an island-dwelling Raijincho. Go to the island and obtain the materia.

Mission Success
- **Reward:** Thunder
- **Unlocks:** N/A



ENEMIES

Enemy Name	HP	Page No.
Spriggan	460	233
Raijincho	1944	239
Grashtrike	1430	242

STRATAGEM

Slash past the Grashtrike and Spriggans to the three Raijinchos in the distance. These bird-like creatures will dive at Zack in an attempt to peck him with their beaks. Maintain a safe distance and repeatedly cast Fire to inflict massive damage to multiple Raijinchos.

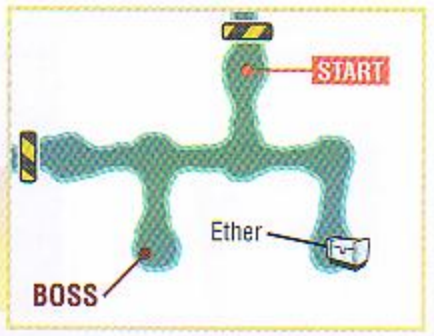


8-1-3 CLASH WITH GENESIS TROOPS

Availability: Available at the start of Chapter 3, immediately after returning from Banora.

We received word that Genesis troops are currently transporting precious materia they had shamelessly pilfered from Shinra. We take the security of our materia seriously—so get it back!

Mission Success
- **Reward:** HP Up
- **Unlocks:** Mission 8-1-4



ENEMIES

Enemy Name	HP	Page No.
G Avenger	1230	214
Guard Hound	491	227

Enemy Name	HP	Page No.
Blood Taste	914	228

STRATAGEM

The G Avengers and Blood Tastes are very aggressive and will gather around Zack immediately. When this occurs, quickly circle around some of them and land multiple Critical strikes at once. Zack's sword swing is long enough that each slash should damage multiple enemies.



8-1-4 REMATCH WITH BAHAMUT

Availability: This mission unlocks after successful completion of Mission 8-1-3.

We thoroughly analyzed the materia you retrieved during your fight with Bahamut, and we believe we have isolated his current location. Hurry to the site—chances are good that you can get your hands on some more rare materia.

Mission Success
- **Reward:** Bahamut materia
- **Unlocks:** Mission 8-1-5, Bahamut DMW Image



ENEMIES

Enemy Name	HP	Page No.
Bahamut	10320	249

STRATAGEM

The Bahamut in this mission is more aggressive this time around. Now it utilizes Flare and Laser Orb attacks in addition to its previous attacks. Equip HP Up, VIT Up, and ATK Up materia and swing at its tail to deliver Critical attacks.

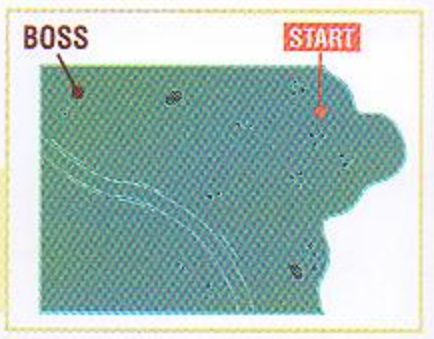


8-1-5 ESCAPE FROM HOJO'S LAB

Availability: This mission unlocks after successful completion of Mission 8-1-4.

A monster has escaped from Hojo Laboratories. The monster has been powered up by materia and must be captured at any cost! Hunt it down and take its materia after it has been subdued.

Mission Success
- **Reward:** Regen
- **Unlocks:** Mission 8-1-6



ENEMIES

Enemy Name	HP	Page No.
Bat Eye	2680	232
Replicon	3480	235

Enemy Name	HP	Page No.
Epiornis	4987	235

STRATAGEM

The Replicon and Epiornis are large Chocobo-like birds that have a very mean disposition. Fortunately, their relatively high HP totals can be diminished with Critical attacks.



8-1-6 MYSTERY MATERIA

Availability: This mission unlocks after successful completion of Mission 8-1-5.

We detected a strong materia reaction in the caves. Its source is unknown, as there appears to be no presence of Genesis copies or Wutai remnants. No mako eruptions have been reported either, so conduct an investigation immediately.

Mission Success
- **Reward:** Odin materia
- **Unlocks:** Mission 8-3-1, Odin DMW Image



ENEMIES

Enemy Name	HP	Page No.
Bizarre Bug	1120	236
Hungry	9767	244
Mandragora	1776	245

STRATAGEM

Use Assault Twister to slash through the hordes of Bizarre Bugs and Mandragoras to reach the Hungry. The Hungry has a potent set of chompers, but its leaping bite attack can be used to your advantage. Roll out of the way and immediately attack from behind.



8-2-1 SPR MAKO STONE

Availability: Talk with the Researcher in the Materia Room during Chapter 2.

A spirit mako stone has been detected in the slums of Sector 6. Mako stones are invaluable as research material for materia regeneration. Hurry to the slums and obtain the mako stone.



Mission Success
★ **Reward:** SPR mako stone
★ **Unlocks:** Mission 8-2-2

ENEMIES

Enemy Name	HP	Page No.
Fly Eye	2218	232
Spriggan	460	233

STRATAGEM
Concentrate Zack's attacks on the Fly Eyes first, as they are far more dangerous than the Spriggan. Watch for the sign of their Poison Gaze attack and immediately run out of their line of sight, or else suffer a Poison status effect.



8-2-2 VIT MAKO STONE

Availability: This mission unlocks after successful completion of Mission 8-2-1.

We have detected a reaction from a vitality mako stone in the suburbs of Mideel. You will most likely encounter monsters in this area. Use caution as you make your way to the mako stone.



Mission Success
★ **Reward:** VIT mako stone
★ **Unlocks:** Mission 8-2-3

ENEMIES

Enemy Name	HP	Page No.
Fly Eye	2218	232
Spriggan	460	233

Enemy Name	HP	Page No.
Grashtrike	1430	242

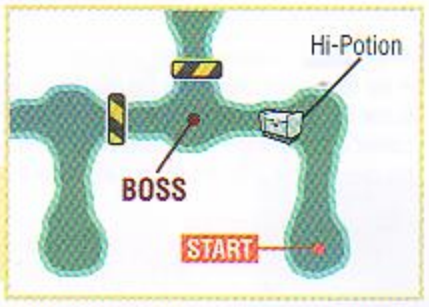
STRATAGEM
Hug the edge of the cliff when running past the boss to reach the chest in the distance. The three Grashtrikes at the end will stay together, making it possible to run behind the middle one and deliver Critical attacks to multiple foes at once.



8-2-3 MAG MAKO STONE

Availability: This mission unlocks after successful completion of Mission 8-2-2.

We have detected a reaction from a magic mako stone near Mount Corel. You will most likely encounter monsters in the area. Use caution as you make your way to the mako stone.



Mission Success
★ **Reward:** MAG mako stone
★ **Unlocks:** Mission 8-2-4

ENEMIES

Enemy Name	HP	Page No.
Fly Eye	2218	232
Raijincho	1944	239

Enemy Name	HP	Page No.
Grashtrike	1430	242

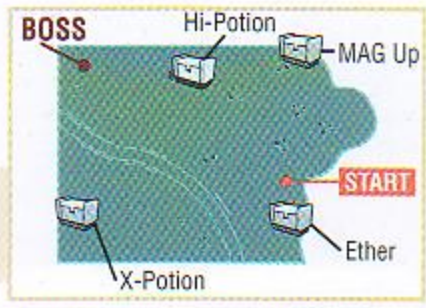
STRATAGEM
Rush toward the Grashtrike in the clearing and start swinging the sword to uppercut through the Grashtrike, hitting the Raijincho that flies overhead.



8-2-4 HP MAKO STONE

Availability: This mission unlocks after successful completion of Mission 8-2-3.

We have detected a reaction from an HP mako stone in the plains. You will most likely encounter monsters in the area. Use caution as you make your way to the mako stone.



Mission Success
★ **Reward:** HP mako stone
★ **Unlocks:** Mission 8-2-5

ENEMIES

Enemy Name	HP	Page No.
Bat Eye	2680	232
Bizarre Bug	1120	236

Enemy Name	HP	Page No.
Raijincho	1944	239

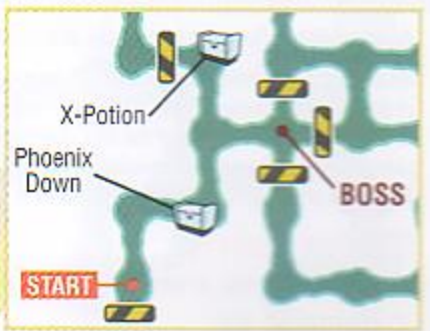
STRATAGEM
One difficult part of this mission is that you could end up fighting dozens of random battles if you search the plains for the four chests. The Raijinchos aren't too difficult, but the Bizarre Bugs attack in large numbers. If you're at Level 12 or higher at this point, the mission shouldn't be too tough.



8-2-5 ATK MAKO STONE

Availability: This mission unlocks after successful completion of Mission 8-2-4.

We have detected a reaction from an attack mako stone in the wasteland northeast of Cosmo Canyon. You will most likely encounter monsters in the area. Use caution as you make your way to the mako stone.



Mission Success
★ **Reward:** ATK mako stone
★ **Unlocks:** Mission 8-2-6

ENEMIES

Enemy Name	HP	Page No.
Trap	872	237
Mandragora	1776	245

Enemy Name	HP	Page No.
Slaps	2280	245

STRATAGEM
Grab the Phoenix Down from the chest en route to the Slaps in the clearing. The Slaps fly around in a swarm and have the ability to launch a Poisonous Needle attack, so bring along an extra Remedy or equip Esuna. Slashing away at the Slaps does little damage, so equip a Fire materia and set them ablaze instead!



8-2-6 LCK MAKO STONE

Availability: This mission unlocks after successful completion of Mission 8-2-5.

We have detected a reaction from a luck mako stone in the Mythril Mines. You will most likely encounter monsters in the area. Use caution as you make your way to the mako stone.



Mission Success
★ **Reward:** LCK mako stone
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Death Claw	9050	240
Mandragora	1776	245

Enemy Name	HP	Page No.
Slaps	2280	245

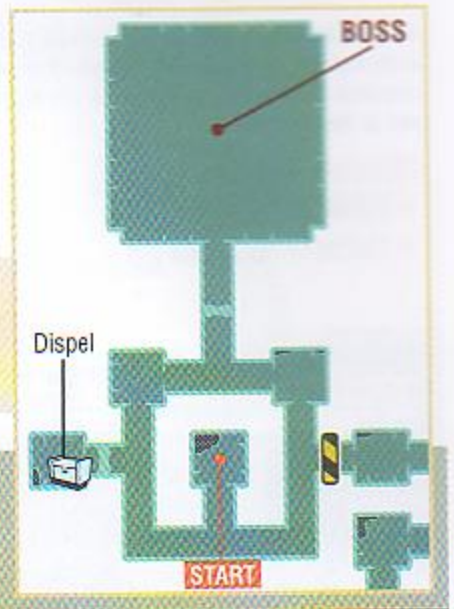
STRATAGEM
Equip the Fira materia gained from the first chest and use this powerful spell to torch the enemies in this area. All three types of creatures are vulnerable to fire, and the Fira materia emits a double-shot of fireballs that can hone in on multiple enemies at once—highly effective against the twin Death Claws here! Return to the Materia Room on the SOLDIER Floor of the Shinra Building to convert your mako stones into materia.



8-3-1 EM HELL IN THE BUILDING

Availability: This mission unlocks after successful completion of Mission 8-1-6.

An abnormal electromagnetic field has been activated in a building, damaging the machinery we planned to use in our site investigation. Shinra troops cannot enter with monsters swarming inside. Find the cause of the abnormality and eliminate it.



Mission Success
- ★ **Reward:** Stop Blade
- ★ **Unlocks:** Mission 8-3-2

ENEMIES

Enemy Name	HP	Page No.
G Legion	3040	216
Bee Saucer II	3928	220
Chain Machine	11800	225

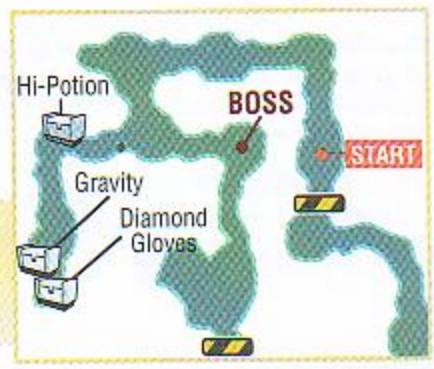
STRATAGEM

Collect the Dispel materia from the chest in the room to the west, then proceed to the large room to fight the Chain Machine and Bee Saucer II foes. Once in the final battle, dispose of the Bee Saucer II foes first, as they will use lots of magic and make the fight with the Chain Machine much harder. Hit the Chain Machine with Stop, then go after the little ones before they cast Barrier.

8-3-2 EM HELL ON THE ISLAND

Availability: This mission unlocks after successful completion of Mission 8-3-1.

An abnormal electromagnetic field has been activated on a desert island, damaging the machinery we planned to use in our site investigation. Shinra troops are at a stalemate with monsters swarming the area. Find the cause of the abnormality and eliminate it.



Mission Success
- ★ **Reward:** Status Ward
- ★ **Unlocks:** Mission 8-3-3

ENEMIES

Enemy Name	HP	Page No.
G Legion	3040	216
Bee Saucer II	3928	220

Enemy Name	HP	Page No.
Sky Gunner	8190	221

STRATAGEM

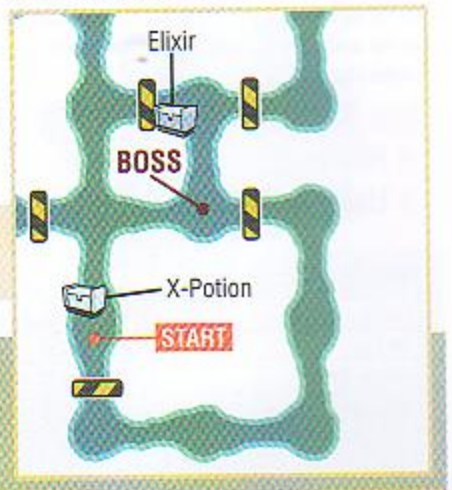
Take the time to plunder the chest in the southwest corner of the map to get the Gravity materia. Immediately equip this valuable materia and put it to use against the Sky Gunners to the east. The Sky Gunners are the next step in the evolution of flying mechanical creatures; dispose of them by using a combination of Stop Blade and Gravity.



8-3-3 EM HELL IN THE WASTELAND

Availability: This mission unlocks after successful completion of Mission 8-3-2.

An abnormal electromagnetic field has been activated in the wasteland, damaging the machinery we planned to use in our site investigation. Shinra troops cannot enter with monsters swarming the area. Find the cause of the abnormality and eliminate it.



Mission Success
- ★ **Reward:** Elemental Strike
- ★ **Unlocks:** Mission 8-3-4

ENEMIES

Enemy Name	HP	Page No.
Ahriman	6910	233
Dorky Face	4668	240
Nightmare	10200	241

STRATAGEM

The Nightmare is a stronger variant of the Dorky Face, but it relies on its lesser brethren to distract its prey. To counter this, destroy the two Dorky Face creatures at the start of the battle. This will free Zack to focus on just the Nightmare, thus making it easier to dodge its attacks and land Critical strikes.



8-3-4 EM HELL IN THE MINES

Availability: This mission unlocks after successful completion of Mission 8-3-3.

An abnormal electromagnetic field has been activated in the coal mines, damaging the machinery we planned to use in our investigation of the site. Shinra troops cannot enter with monsters swarming the area. Find the cause of the abnormality and eliminate it.



Mission Success
- ★ **Reward:** MAG Up++
- ★ **Unlocks:** Mission 8-3-5

ENEMIES

Enemy Name	HP	Page No.
Evil Eye	7870	233
Nightmare	10200	241
Evilgoyle	13668	241
Demon	19182	241

STRATAGEM

Use the Graviga materia against the Nightmares and Evilgoyles that appear on the path to the Demon and equip the Shinra Beta found in the third chest for a hefty VIT upgrade. Use Graviga against the Demon to render it much weaker, then finish it off with standard sword attacks. Also, equip a Safety Bit to protect Zack from the Demon's Death spell.

8-3-5 EM HELL IN THE PLAINS

Availability: This mission unlocks after successful completion of Mission 8-3-4.

An abnormal electromagnetic field has been activated in the plains, damaging the machinery we planned to use in our investigation of the site. Shinra troops cannot enter with monsters swarming the area. Find the cause of the abnormality and eliminate it.



Mission Success
- ★ **Reward:** Status Strike
- ★ **Unlocks:** Mission 8-3-6

ENEMIES

Enemy Name	HP	Page No.
Pachyornis	10089	235
Balloon	9369	238

Enemy Name	HP	Page No.
Razor Weed	4692	245

STRATAGEM

The Pachyornis creatures pose the biggest threat in this mission. Their ability to head-butt Zack and stun him is a significant hazard, as they will follow up that attack with kicking and pecking. Equip Zack with an item that prevents Stun. While many of the creatures here aren't particularly vulnerable to fire, the Firaga spell is surprisingly effective.



8-3-6 EM HELL IN THE CAVERNS

Availability: This mission unlocks after successful completion of Mission 8-3-5.

An abnormal electromagnetic field has been activated in the caverns, damaging the machinery we planned to use in our investigation of the site. Shinra troops cannot enter with monsters swarming the area. Find the cause of the abnormality and eliminate it.



Mission Success
- ★ **Reward:** Hell Thundaga
- ★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Boundfat	9545	234
Thunderbird	13580	239

Enemy Name	HP	Page No.
Razor Weed	4692	245

STRATAGEM

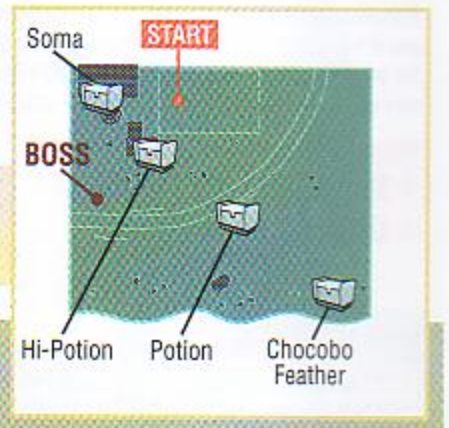
The prize for completing this mission is one of the most valuable materia in the game, so it's only natural that the mission is more challenging. Equip the Thunder Armlet to cancel the Thunderbird's attacks. This will buy enough time to eliminate the Thunderbirds and Razor Weeds with a barrage of Firaga attacks. The Boundfats convert fire damage to HP, so aim Firaga away from them.



8-4-1 SUSPICIOUS MAIL 1

Availability: Approach the ladder near the Save Point on the upper level of Mako Reactor 5 during Chapter 3 to receive an email from the Treasure Princess.

This message, from someone who claims to be the "treasure princess," is suspect. You can apparently meet this person if you head for the plains. Please go there and confirm the information's accuracy.



Mission Success
- ★ **Reward:** MBarrier
- ★ **Unlocks:** Mission 8-4-2

ENEMIES

Enemy Name	HP	Page No.
Hedgehog Pie	1512	233
Grashtrike	1430	242

STRATAGEM

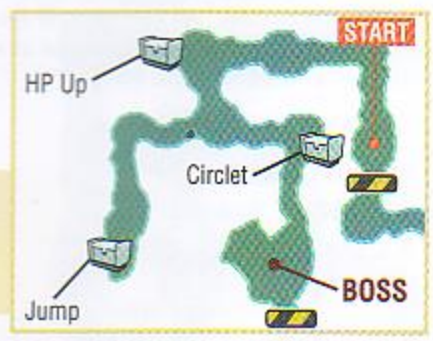
The enemies in the field are weak, but there are lots of them. There will be a random battle every few steps while going for the four chests in this area. Although you may be tempted to head straight for the Hedgehog Pie and forego the hunt for the lesser items, the Chocobo Feather in the southeast corner unlocks the Chocobo in the DMW.



8-4-2 SUSPICIOUS MAIL 2

Availability: This mission unlocks after successful completion of Mission 8-4-1.

It seems the "treasure princess" has recruited you as an ally. You now have orders to hunt for a treasure in the ravine. We assume you feel bad for making her cry the last time. To curb that guilt, head for the ravine.



Mission Success
- ★ **Reward:** Barrier
- ★ **Unlocks:** Mission 8-4-3

ENEMIES

Enemy Name	HP	Page No.
Bat Eye	2680	232
Hedgehog Pie	1512	233

Enemy Name	HP	Page No.
Grashtrike	1430	242

STRATAGEM

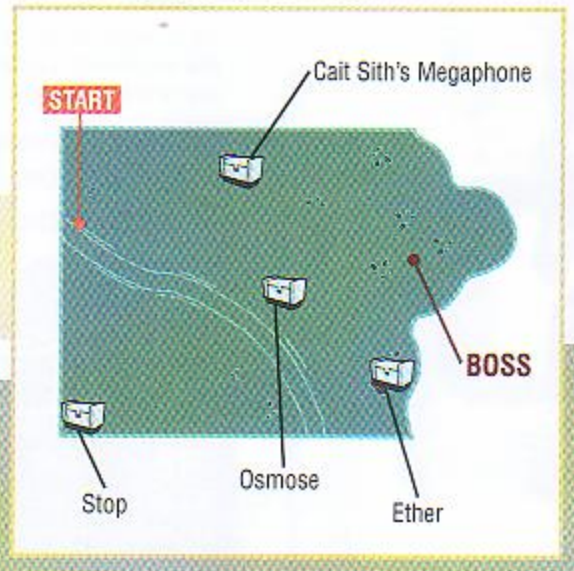
The Bat Eyes attack with Blizzara, a moderately powerful magic attack that can inflict over 600 HP worth of damage if Zack is hit by the falling iceberg. Quickly somersault out of the way when the Blizzara attack notification appears. Try to evade the Bat Eye's attack while moving in behind it for a Critical strike.



8-4-3 SUSPICIOUS MAIL 3

Availability: This mission unlocks after successful completion of Mission 8-4-2.

The orders this time (from you-know-who) are to look for a treasure in the plains. We know you're only going with her to make up for making her cry. She's probably playing you, but if that's okay by you, head for the plains.



Mission Success
- ★ **Reward:** HP Up+
- ★ **Unlocks:** Mission 8-4-4

ENEMIES

Enemy Name	HP	Page No.
Bat Eye	2680	232
Bizarre Bug	1120	236
Trap	872	237

STRATAGEM

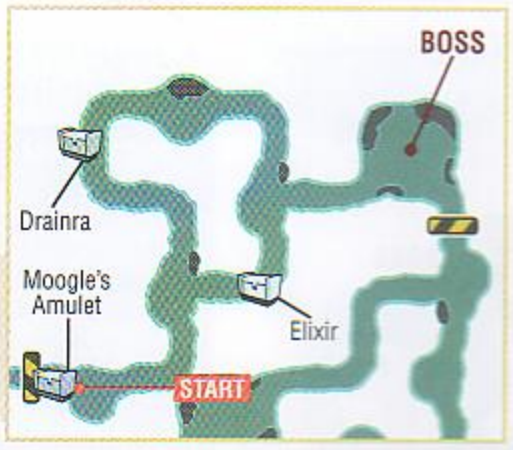
Each enemy is capable of magic-based attacks that Zack can avoid with a well-timed evasive maneuver. Additionally, all three types of creatures are susceptible to behind-the-back attacks. Make a run for Cait Sith's Megaphone to unlock Cait Sith in the DMW, then go for the Bat Eye to the east.



8-4-4 SUSPICIOUS MAIL 4

Availability: This mission unlocks after successful completion of Mission 8-4-3.

Our "treasure princess" seems quite upset, though it's obviously not her place to get mad; she's the one providing faulty information. But, if you can act the grown-up and not get cross with her, you can head for the marine caves.



Mission Success
- ★ **Reward:** Vital Slash
- ★ **Unlocks:** Mission 8-4-5

ENEMIES

Enemy Name	HP	Page No.
G Diver	3440	216
Crazy Saw	5340	222

Enemy Name	HP	Page No.
Guard Fang	2060	228

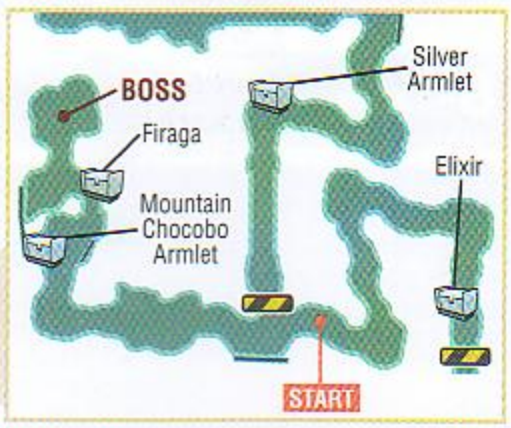
STRATAGEM

Turn around at the start of the mission and retrieve the Moogle's Amulet from the chest near the boundary to unlock Moogle in the DMW. Follow the path straight ahead to collect the Drainra and prepare for battle against the Crazy Saws and G Divers. Beware the Crazy Saw's spinning attack, as it can inflict lots of damage. Attack from afar while it's on the move, then rush in and slash at it before it starts moving again.

8-4-5 SUSPICIOUS MAIL 5

Availability: This mission unlocks after successful completion of Mission 8-4-4.

The "treasure princess" is threatening to fire you. It must be welcome news for you, but we should make an effort to defend SOLDIER's honor. We suggest you head for the coal mines if only for that reason.



Mission Success
- ★ **Reward:** MAG Up+
- ★ **Unlocks:** Mission 8-4-6

ENEMIES

Enemy Name	HP	Page No.
King Scarab	3776	236
Dorky Face	4668	240

Enemy Name	HP	Page No.
Slaps	2280	245

STRATAGEM

Don't give the Dorky Face creatures a chance to unleash their Dorky Breath attack—slash at them the moment they appear. Eliminate these flying creatures first, then switch to a Fira or Firaga attack against the Slaps and King Scarabs.



8-4-6 SUSPICIOUS MAIL 6

Availability: This mission unlocks after successful completion of Mission 8-4-5.

You have more orders, and a challenge to a duel, from our "treasure princess." We have had quite enough of this child, so if you're as fed up with her as we are, head for the marine caves and tell her off!



Mission Success
★ **Reward:** Darkness
★ **Unlocks:** Mission 8-5-1

ENEMIES

Enemy Name	HP	Page No.
Ahriman	6910	232
King Scarab	3776	236
Dual Horn	12800	246

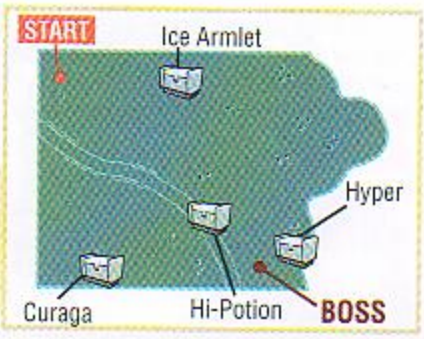
STRATAGEM
The Dual Horn is immune to Gravity, but it's slow enough that even the least nimble player can get behind it and hack and slash away at its rump until the mighty bull is history.



8-5-1 TREASURE INFO 1

Availability: This mission unlocks after successful completion of Mission 8-4-6.

This message from an anonymous source hints at a secret treasure to be found in the plains. If it gets into the wrong hands, it may become a threat to Shinra's very existence. Go there and protect our interests!



Mission Success
★ **Reward:** Assault Twister+
★ **Unlocks:** Mission 8-5-2

ENEMIES

Enemy Name	HP	Page No.
Ahriman	6910	232
Evil Eye	7870	233

Enemy Name	HP	Page No.
King Scarab	3776	236

STRATAGEM
The enemies in this area are susceptible to Graviga, plus a dose of Assault Twister works wonders. Run between their swarming masses and unleash the potent spinning attack, preferably with a lightning or fire-based effect imbuing it.



8-5-2 TREASURE INFO 2

Availability: This mission unlocks after successful completion of Mission 8-5-1.

Another anonymous note hints at a secret treasure hidden in the marine caves. If it gets into the wrong hands, it may become a threat to Shinra's very existence. Though the claim is dubious, we should make sure.



Mission Success
★ **Reward:** VIT Up++
★ **Unlocks:** Mission 8-5-3

ENEMIES

Enemy Name	HP	Page No.
Ahriman	6910	232
Evil Eye	7870	233
Head Hunter	2810	242
Mover	5870	244

STRATAGEM
This is an especially valuable mission to complete (possibly several times) thanks to the 2000 SP Zack receives for each Mover he defeats. These mobile little critters have a tendency to flee if the battle runs long. They are susceptible to Graviga, so use it to defeat them. Also, grab and equip the Death Blade from the third chest—it won't work on every monster, but it makes it possible to dominate most enemies with a single attack.

8-5-3 TREASURE INFO 3

Availability: This mission unlocks after successful completion of Mission 8-5-2.

Another note from someone (who insists on anonymity) hints at a secret treasure hidden in the caves. Contrary to this claim, we doubt that it poses a threat to Shinra. Accept this mission if you want to play along with her games...



Mission Success
★ **Reward:** SPR Up++
★ **Unlocks:** Mission 8-5-4

ENEMIES

Enemy Name	HP	Page No.
Mine	2000	238
Razor Weed	4692	245

Enemy Name	HP	Page No.
Hornets	5604	245

STRATAGEM
Equip Firaga and use it as soon as the Hornets or Razor Weeds appear. These foes are susceptible to fire-based attacks and Firaga's three fireballs will home in on them. Mines absorb fire and convert it to HP, but since they also inflate and self-destruct when they are hit, don't worry too much about Firaga healing them. The final battle is against six swarms of Hornets. Consume an Ether or two before fighting them, then stand back and multi-cast Firaga.



8-5-4 TREASURE INFO 4

Availability: This mission unlocks after successful completion of Mission 8-5-3.

Our favorite anonymous source sends yet another note that hints at a treasure to be found in the coal mines. You may have to spend some money in order to obtain this item, but if you have the time and the finances, go check it out.



Mission Success
★ **Reward:** Exploder Blade
★ **Unlocks:** Mission 8-5-5

ENEMIES

Enemy Name	HP	Page No.
Balloon	9369	238
Razor Weed	4692	245
Hornets	5604	245

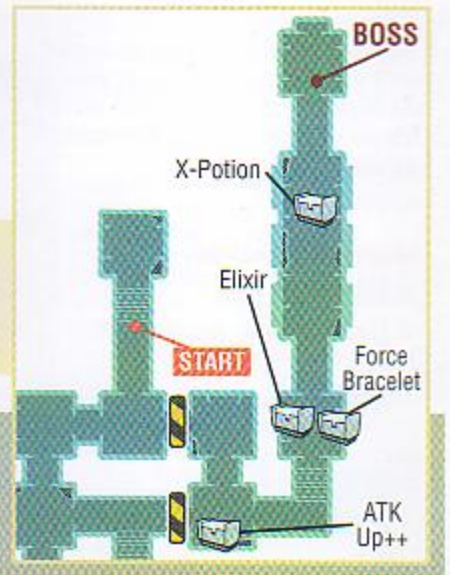
STRATAGEM
Firaga goes a long way toward helping Zack navigate this series of tunnels, but it won't help against the Balloons. Instead, switch to Assault Twister+ and lure multiple Balloons together to inflict damage to multiple enemies. The "anonymous" voice will require Zack to leave 200 gil in exchange for the item he seeks.



8-5-5 TREASURE INFO 5

Availability: This mission unlocks after successful completion of Mission 8-5-4.

She still thinks she is anonymous and her note tells us about a treasure to be found somewhere inside the plate. You should go to the area... and get to the bottom of how she got your mail address.



Mission Success
★ **Reward:** Hell Firaga
★ **Unlocks:** Mission 8-5-6

ENEMIES

Enemy Name	HP	Page No.
Boundfat	9545	234
Razor Weed	4692	245
Thunderbird	13580	239

STRATAGEM

Equip Zack with accessories and materia that enable him to absorb lightning damage and dish out fire-based magic. Hell Firaga is effective against the Razor Weeds and Thunderbirds, but it heals the Boundfats so have Assault Twister+ or other command materia handy as well. The final battle is against three Thunderbirds; have plenty of MP and cast Hell Firaga twice.



8-5-6 TREASURE INFO 6

Availability: This mission unlocks after successful completion of Mission 8-5-5.

"Anonymous" seems to have barely escaped an unannounced summon appearance. She now tells us about a secret treasure in the cave. It may be dangerous, but we still need to determine the security breach through her.



Mission Success
★ **Reward:** Bahamut Fury materia
★ **Unlocks:** Mission 8-6-1, Mission 9-1-1, Bahamut Fury DMW Image

ENEMIES

Enemy Name	HP	Page No.
Thunderbird	13580	239
Mover RE	14860	244
Bahamut Fury	99999	249

STRATAGEM

The Mover RE foes are a significant threat in the caves, so use Graviga and Assault Twister+ against them—don't use Hell Thundaga or Hell Firaga. More importantly, the fight with Bahamut Fury starts once Zack opens the chest in the northwest corner of the map. Equip a ranged attack other than Graviga and make sure Zack's HP, MP, and AP are all topped off. Bahamut Fury has a number of physical and magic attacks, most of which can be dodged and/or guarded against. Stay close to the beast and attack with either command materia, Hell Thundaga or perhaps even Gil Toss. Standard sword attacks will also get the job done, albeit more slowly. Completing this mission will earn Zack the Bahamut Fury DMW image and its respective Limit Break.

8-6: YUFFIE'S NOTICES

8-6-1 NOTICE

Availability: This mission unlocks after successful completion of Mission 8-5-6.

We have received notice from Yuffie that she is attempting to nab some treasure. Based on previous information, the treasure must be in a dangerous place. Head for the caves, take the treasure, and protect Yuffie!



Mission Success
★ **Reward:** Tri-Fire
★ **Unlocks:** Mission 8-6-2

ENEMIES

Enemy Name	HP	Page No.
Mover RE	14860	244
Lava Worm	7380	235

STRATAGEM

Unleash a single Assault Twister+ attack or a blast of Blizzaga or Hell Blizzaga against the Lava Worms, but do so quickly as they can turn problematic if given the chance. The Mover RE will try to hit Zack with the Stop status effect, making it difficult for Zack to escape. Equip items to prevent Stop, use Graviga to weaken the Mover RE, and finish everything off with Assault Twister+.



8-6-2 ANOTHER NOTICE

Availability: This mission unlocks after successful completion of Mission 8-6-1.

Another notice from Yuffie. She seems to be headed for the marine caves this time, but the area is known to be rife with vicious foes! Yuffie's life is in danger—get to the caves and stay alert.



Mission Success
★ **Reward:** Death Jump
★ **Unlocks:** Mission 8-6-3

ENEMIES

Enemy Name	HP	Page No.
Sahagin Chief	9875	232
Pumpkin	13450	241
Wyerd	48799	246

STRATAGEM

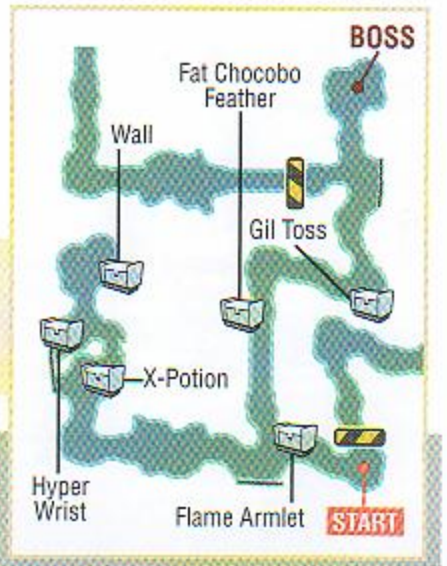
The Sahagin Chiefs and Pumpkins in the caves are susceptible to Assault Twister or a similar attack. The main hurdle is the Wyerd foe. This massive beast comes prepared with the effects of Wall. Use an attack such as Gil Toss or Costly Punch—one that penetrates regardless of status boosts. If Zack has too much HP to use Costly Punch, allow the Wyerd to slam itself into Zack once or twice, then unleash Costly Punch to win the battle.



8-6-3 FINAL NOTICE

Availability: This mission unlocks after successful completion of Mission 8-6-2.

Yet another notice from Yuffie—this time she's headed for the coal mines. She's probably not in danger of losing her life, but the area is teeming with monsters. The treasure might be worth the trouble.



Mission Success
★ **Reward:** Electrocute
★ **Unlocks:** Mission 8-6-4

ENEMIES

Enemy Name	HP	Page No.
Pumpkin	13450	241
Garnet Mole	5735	242

STRATAGEM

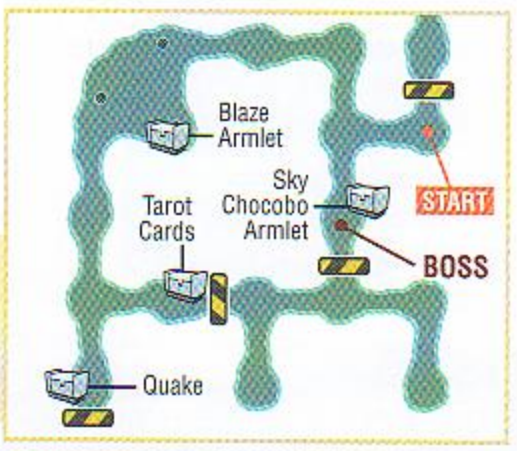
Equip Assault Twister+ and any ATK Up materia in Zack's possession and head into the caves. Seek out the valuable items in this area and, when approached by monsters, run headfirst into them and unleash Assault Twister+!



8-6-4 S.O.S.?

Availability: This mission unlocks after successful completion of Mission 8-6-3.

Another notice from Yuffie laying claim to some treasure. She talks tough as usual, but she might be lost in the wasteland. We're a little worried about her. Please go there for our sake.



Mission Success
★ **Reward:** Flare
★ **Unlocks:** Mission 8-6-5

ENEMIES

Enemy Name	HP	Page No.
Hippogriff	95250	237
S Mine	17850	238

Enemy Name	HP	Page No.
Scissor Chitin	33850	240
Garnet Mole	5735	242

STRATAGEM

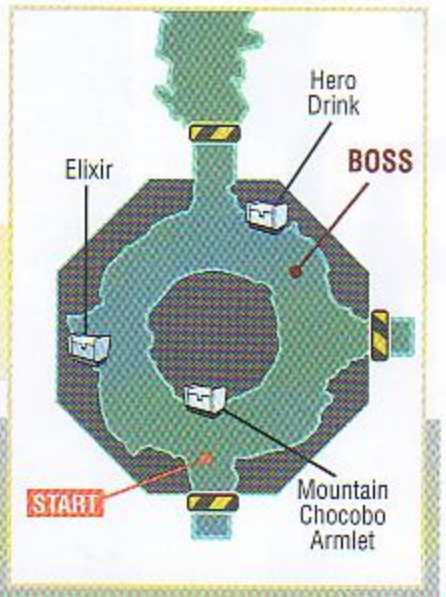
Oddly enough, the creature with the highest HP total is not nearly as dangerous as some of the lesser creatures—one hit with Costly Punch will drop the Hippogriff! In contrast, the S Mines and Scissor Chitins can cause considerable damage in a short amount of time, especially if the Scissor Chitins inflict Zack with their Stop ability. Equip one of the "Hell" materia and Status Ward to protect Zack from Stop (and Silence, among others) and use a combination of magic and Assault Twister+ attacks to kill these foes. Graviga is also quite effective if the foes are bunched together.



8-6-5 S.O.S.

Availability: This mission unlocks after successful completion of Mission 8-6-4.

An S.O.S. message from Yuffie. Specifics are unknown. We're relatively confident she is safe, but head out... just to be sure.



Mission Success
★ **Reward:** Smart Consumer
★ **Unlocks:** Mission 8-6-6

ENEMIES

Enemy Name	HP	Page No.
Worm Elite	12290	235
S Mine	17850	238
Scissor Chitin	33850	240

STRATAGEM

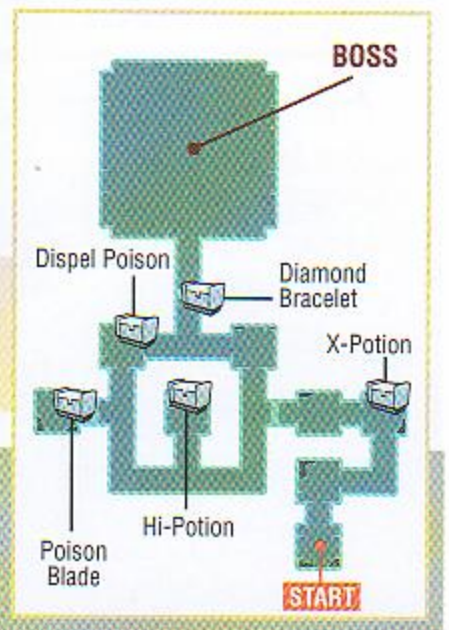
Use the combination of Hell Blizzaga, Status Ward, and Assault Twister+ or Graviga to slay the S Mines and Scissor Chitins without falling victim to Stop or Silence. The Worm Elites are vulnerable to ice-based attacks, plus they are slow enough to hit with Hell Blizzaga. Make sure Zack is protected from the nasty Stop effect at all costs.



8-6-6 S.O.S...?

Availability: This mission unlocks after successful completion of Mission 8-6-5.

Another message from Yuffie, with no subject or punctuation in the main body of the mail. She could be in real trouble this time. ...Then again, maybe not. The decision whether to go or not is yours.



Mission Success
★ **Reward:** Stop Blade (Master, ATK +60)
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
G Scutatus	17570	215
G Guardian	60245	218
G Purgatorio	102850	219
Bee Saucer IV	13484	220

STRATAGEM

A couple of quick Assault Twister+ attacks can erase the attacking Bee Saucer IV and G Scutatus attackers, but something more powerful is needed for the others. Use Costly Punch to eliminate the G Guardians with a single attack—it's possible to defeat both of them with a single attack if they're standing side by side. The G Purgatorio, on the other hand, moves around too much for Costly Punch to be as effective. Instead, try to hit G Purgatorio with Stop first, then use Costly Punch. Or, if that's not possible, go at him with Hell Thundaga or Energy in conjunction with Assault Twister+ attacks.



GREAT CAVERN OF WONDERS

Mission Directory

Subcategory	Code Number	Mission Name	Availability	Suggested Level	Reward
9-1: Invitation to the Underground	9-1-1	Underground Caves	1 2 3 4 5 6 7 8 9 10	38	Aegis Armlet
	9-1-2	Deeper Into the Caves	1 2 3 4 5 6 7 8 9 10	44	Thundaga Blade
	9-1-3	Marks of an Intruder	1 2 3 4 5 6 7 8 9 10	50	Rune Armlet
	9-1-4	Genesis's Interception	1 2 3 4 5 6 7 8 9 10	56	High Jump
	9-1-5	Behind the Scenes	1 2 3 4 5 6 7 8 9 10	61	Wall
	9-1-6	Genesis's Threat	1 2 3 4 5 6 7 8 9 10	67	Elixir
9-2: Stirrings	9-2-1	A Third Power	1 2 3 4 5 6 7 8 9 10	67	Poison Twister
	9-2-2	Weapons Out of Control	1 2 3 4 5 6 7 8 9 10	74	Hero Drink
	9-2-3	Continuing Into the Caves	1 2 3 4 5 6 7 8 9 10	81	Element Blade
	9-2-4	A New Path Discovered	1 2 3 4 5 6 7 8 9 10	88	Energy
	9-2-5	To the Lower Levels	1 2 3 4 5 6 7 8 9 10	94	Iron Fist
	9-2-6	Signs of Materia	1 2 3 4 5 6 7 8 9 10	99	SP Turbo
9-3: In Search of What?	9-3-1	To the End	1 2 3 4 5 6 7 8 9 10	99	Hammer Punch
	9-3-2	Genesis's Challenge	1 2 3 4 5 6 7 8 9 10	99	Protect Ring
	9-3-3	Genesis's New Weapon	1 2 3 4 5 6 7 8 9 10	99	Gravity (Master, MAG +38)
	9-3-4	Genesis's Super Weapon	1 2 3 4 5 6 7 8 9 10	99	Magical Punch
	9-3-5	Wutai's Best	1 2 3 4 5 6 7 8 9 10	99	Escort Guard
	9-3-6	No More Wutai	1 2 3 4 5 6 7 8 9 10	99	Flare (Master, MAG +30)
9-4: Realm of Demons	9-4-1	Genesis's Ambition	1 2 3 4 5 6 7 8 9 10	99	Kaiser Knuckles x4
	9-4-2	Genesis's Passion	1 2 3 4 5 6 7 8 9 10	99	Fat Chocobo Feather
	9-4-3	A Fresh Start	1 2 3 4 5 6 7 8 9 10	99	1000 Needles
	9-4-4	Machines Gone Haywire	1 2 3 4 5 6 7 8 9 10	99	Precious Watch
	9-4-5	Only for SOLDIER	1 2 3 4 5 6 7 8 9 10	99	Murderous Thrust
	9-4-6	Only for 1st Class	1 2 3 4 5 6 7 8 9 10	99	Sniper Eye
9-5: Unknown Energy	9-5-1	Hojo's Monsters	1 2 3 4 5 6 7 8 9 10	99	Brutal
	9-5-2	Further Below	1 2 3 4 5 6 7 8 9 10	99	SP Barrier
	9-5-3	Unusually Strong Monsters	1 2 3 4 5 6 7 8 9 10	99	Protect Ring
	9-5-4	Abnormal Power	1 2 3 4 5 6 7 8 9 10	99	Laurel Crown
	9-5-5	A Lonely Journey	1 2 3 4 5 6 7 8 9 10	99	Hellfire
	9-5-6	Even Deeper	1 2 3 4 5 6 7 8 9 10	99	Megaflare (Master, MAG +50)
9-6: Doors to the Unknown	9-6-1	Toughest Monsters	1 2 3 4 5 6 7 8 9 10	99	Zantetsuken (Master, MAG +60)
	9-6-2	The Lowest Tier	1 2 3 4 5 6 7 8 9 10	99	Super Ribbon
	9-6-3	Weapons Gone Haywire	1 2 3 4 5 6 7 8 9 10	99	Rebirth Flame (Master, MAG +80)
	9-6-4	Biomechanical Threats	1 2 3 4 5 6 7 8 9 10	99	Exaflare (Master, MAG +100)
	9-6-5	Life Form of Energy	1 2 3 4 5 6 7 8 9 10	99	SP Master
	9-6-6	The Reigning Deity	1 2 3 4 5 6 7 8 9 10	99	Divine Slayer



9-1: INVITATION TO THE UNDERGROUND

9-1-1 UNDERGROUND CAVES

Availability: This mission unlocks after successful completion of Mission 8-5-6.

We unearthed a second subterranean den near the great northern cave. We cannot determine whether it was naturally formed, or made by human hands. Shinra sent in a science team, which never came back. This is where you come in.



Mission Success

★ **Reward:** Aegis Armlet

★ **Unlocks:** Mission 9-1-2

ENEMIES

Enemy Name	HP	Page No.
Pachyornis	10089	235
Mine	2000	238

Enemy Name	HP	Page No.
Malboro	48760	240

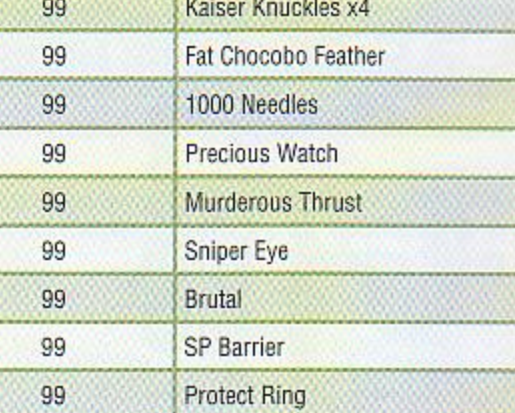
STRATAGEM

The Malboro is an immobile enemy that basically slowly spins in place. Although it will attempt to bite Zack or Poison him with its toxic breath, Zack can move behind it for an unimpeded slash at the back of its head. Equip the Elemental Blade or other accessory that imbues his sword with the element of fire and unleash a vicious attack from behind for maximum damage.

9-1-2 DEEPER INTO THE CAVES

Availability: This mission unlocks after successful completion of Mission 9-1-1.

The caves are larger inside than previously thought. Headquarters has decided on a thorough investigation, but this is going to be a long-term mission. Proceed slowly and with caution.



Mission Success

★ **Reward:** Thundaga Blade

★ **Unlocks:** Mission 9-1-3

ENEMIES

Enemy Name	HP	Page No.
Sky Armor	16844	221
Hunting Hound	6689	228

Enemy Name	HP	Page No.
Dark Nation	8370	228

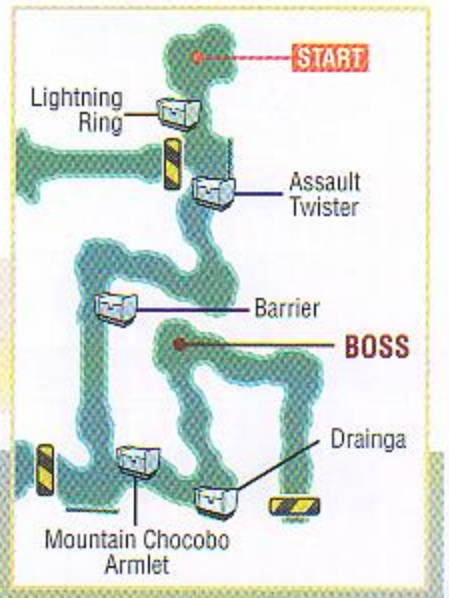
STRATAGEM

Equip Zack with a powerful lightning-based attack to take down the resilient Sky Armors. Additionally, make sure Assault Twister+ is active to quickly eliminate the pack of Hunting Hounds and Dark Nations.

9-1-3 MARKS OF AN INTRUDER

Availability: This mission unlocks after successful completion of Mission 9-1-2.

Evidence of human life has been found deep inside the caves. We are obviously not the first ones in. Investigate the surrounding area; if you encounter hostiles, you are free to eliminate them.



Mission Success
★ **Reward:** Rune Armlet
★ **Unlocks:** Mission 9-1-4

ENEMIES

Enemy Name	HP	Page No.
G Spartan	8240	216
G Baldor	72380	217
Dark Nation	8370	228

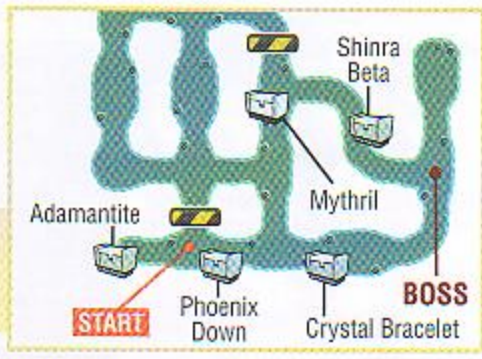
STRATAGEM
The G Baldor has lots of HP, but shouldn't be a major threat. Rush behind him and begin striking with Assault Twister+ or other quick-hitting command materia. The G Baldor will immediately switch its focus to casting Curaga instead of attacking, so just keep hitting him until he drops.



9-1-4 GENESIS'S INTERCEPTION

Availability: This mission unlocks after successful completion of Mission 9-1-3.

We are still unsure of Genesis's goals, but the fact that he has deployed troops to these caves indicates that something inside interests him. Eliminate Genesis's forces while exploring the caves.



Mission Success
★ **Reward:** High Jump
★ **Unlocks:** Mission 9-1-5

ENEMIES

Enemy Name	HP	Page No.
G Spartan	8240	216
G Paladin	87540	217

Enemy Name	HP	Page No.
Dark Nation	8370	228

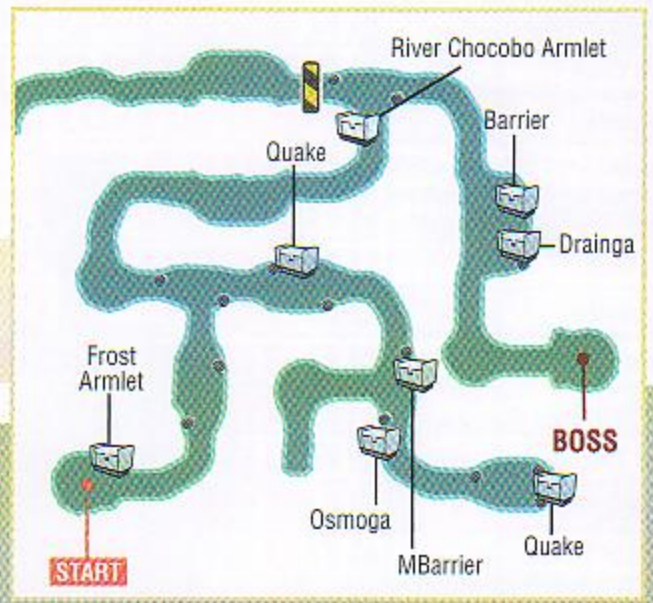
STRATAGEM
The boss battle is against a pair of G Paladins. Move to the right so that the G Paladins are standing in a line with one in front of the other. This will enable Zack to hit both of them with Hell Thundaga. Continue casting Hell Thundaga until Zack runs low on MP, then move between the two G Paladins and unleash successive attacks with Assault Twister+ or another command materia. Watch the DMW closely and take advantage of any No AP Cost or No MP Cost bonuses that arrive.



9-1-5 BEHIND THE SCENES

Availability: This mission unlocks after successful completion of Mission 9-1-4.

A SOLDIER operative in our investigative unit has been taken out by Genesis's troops. Hurry to where the SOLDIER operative was deployed, and eliminate the enemy.



Mission Success
★ **Reward:** Wall
★ **Unlocks:** Mission 9-1-6

ENEMIES

Enemy Name	HP	Page No.
G Spartan	8240	216
G Paladin	87540	217
Sweeper++	24580	224

STRATAGEM
Zack will encounter lots of G Paladin foes in the caves if he doesn't stay close to the walls. This particular mission has many chests containing valuable items, particularly the Quake materia. Equip this ground-shaking magic before advancing to the final battle and use it to eliminate the G Spartans while severely weakening the Sweeper++. It should hit for 9999 HP worth of damage on all ground-based enemies.



9-1-6 GENESIS'S THREAT

Availability: This mission unlocks after successful completion of Mission 9-1-5.

Genesis troops have proven to be stronger than initially imagined. They must be neutralized for our investigation to move forward. Eradicate the enemy in the surrounding area.



Mission Success
★ **Reward:** Elixir
★ **Unlocks:** Mission 9-2-1

ENEMIES

Enemy Name	HP	Page No.
G Spartan	8240	216
Sweeper++	24580	224
MBarrier Machine	78700	226
Barrier Machine	78700	226
Crit Machine	78700	226

STRATAGEM
To prepare for the fight, equip Zack against Curse and Stun and make sure Barrier is equipped. Start the battle by casting Barrier to lessen the damage from the heavy artillery and start casting Quake and/or Hell Thundaga. These spells won't damage the MBarrier Machine, but that's okay. The first thing to do is destroy the other two machines. Stay on the run and keep Zack's HP above 6000 at the minimum. Mix in an Assault Twister+ attack or another command materia when the No AP Cost bonus appears, then resume the magic attack until the MBarrier Machine is the only one standing. Then move in and use standard sword swings to destroy it.



9-2-1 A THIRD POWER

Availability: This mission unlocks after successful completion of Mission 9-1-6.

We have received reports that there is a third party, other than the Genesis troops, in the caves. Head immediately to the area, confirm their identity, and if hostile, eliminate them.



Mission Success
★ **Reward:** Poison Twister
★ **Unlocks:** Mission 9-2-2

ENEMIES

Enemy Name	HP	Page No.
Wutai Soldier Wu	4375	210
Brahala	11500	229

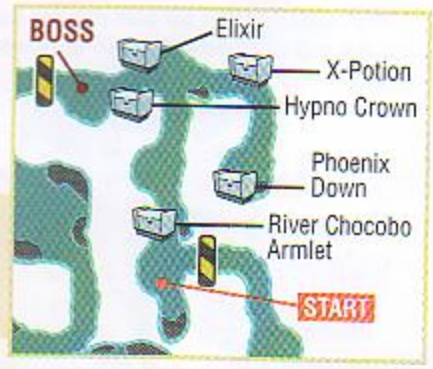
Enemy Name	HP	Page No.
Vajradhara Kumbhira	92543	231
Vajradhara Kinnara	92543	231

STRATAGEM
The two Vajradhara monstrosities serving as this mission's boss creatures, despite their high VIT rating, are susceptible to a strong dose of Hell Thundaga. Cast Barrier right away to protect against their Mace Boomerang and Tomahawk Boomerang attacks, then line them up for a series of Hell Thundaga attacks. These attacks should each inflict 9999 HP worth of damage to both creatures. Once the MP runs dry, rush between them and unleash a series of attacks with Zack's command materia.

9-2-2 WEAPONS OUT OF CONTROL

Availability: This mission unlocks after successful completion of Mission 9-2-1.

Gun Bull Heads have been sent in to fight against both Genesis and Wutai forces, but something has made the machines unable to distinguish between friend and foe. We have no choice but to enter the deployment area and destroy our own machines.



Mission Success
★ **Reward:** Hero Drink x2
★ **Unlocks:** Mission 9-2-3

ENEMIES

Enemy Name	HP	Page No.
Power Head	6879	223

Enemy Name	HP	Page No.
Gun Bull Head+	8785	223

STRATAGEM
Since the enemies in this mission have less than 9999 HP, don't worry about equipping Brutal. Keep in mind that the enemies can inflict Stop on Zack, so plan accordingly. To win every battle, rush toward the group of Gun Bull Head+ enemies and Power Head machines that appear and unleash the Quake spell.



9-2-3 CONTINUING INTO THE CAVES

Availability: This mission unlocks after successful completion of Mission 9-2-2.

This is another request for an investigation into the caves. All reports suggest Genesis's forces are still active. You must proceed with the investigation while eliminating the enemy.



Mission Success
★ **Reward:** Element Blade
★ **Unlocks:** Mission 9-2-4

ENEMIES

Enemy Name	HP	Page No.
G Prowler	7675	215
Metal Saucer III	4786	221

Enemy Name	HP	Page No.
Hell Slasher	41245	222
G Equites	218560	253

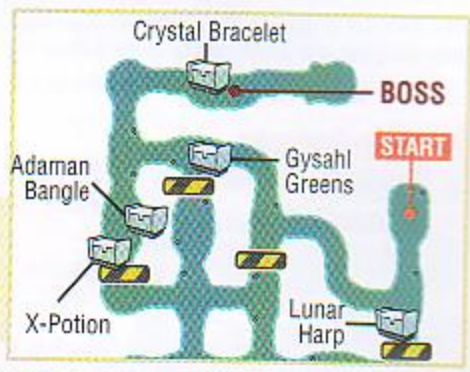
STRATAGEM
Quake won't work against the Hell Slashers since they hover above the ground and they move too fast for Graviga to be effective, so use Energy or Electrocute in conjunction with Assault Twister+ against them. Collect the items from the chest and re-equip Graviga for the fight with G Equites. Hit it with Graviga twice in quick succession to cut its HP by 75%. If Zack's HP isn't beyond his Max HP, then finish it off with Costly Punch. If it is above that limit, use Flare or Energy.



9-2-4 A NEW PATH DISCOVERED

Availability: This mission unlocks after successful completion of Mission 9-2-3.

We have reports of a new route found inside the caves. We assume neither Genesis nor Wutai forces are aware of this path as yet. Commence your investigation immediately.



Mission Success
★ **Reward:** Energy
★ **Unlocks:** Mission 9-2-5

ENEMIES

Enemy Name	HP	Page No.
Simurgh	12850	239
Scissor Chitin	33850	240

Enemy Name	HP	Page No.
Killer Bee	8280	246

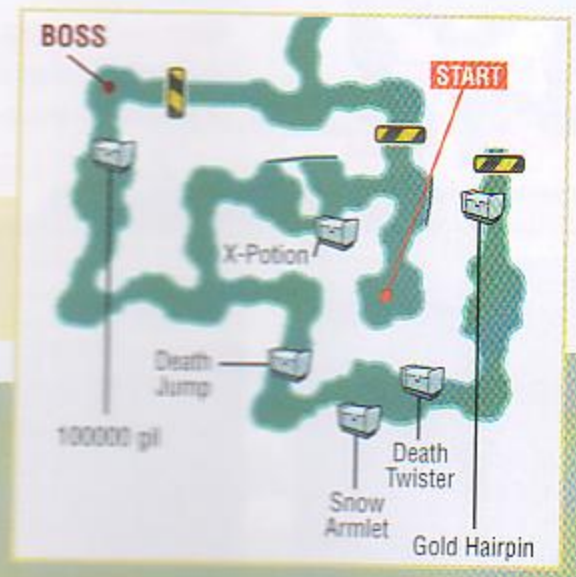
STRATAGEM
A spell like Tri-Fire or Hell Firaga will help exterminate the Killer Bees; attack them first to avoid losing MP from their stinging attack. The other enemies can be defeated with a high-powered Assault Twister+ attack or Costly Punch attack, but what's really worth noting here is the presence of the Adaman Bangle in a chest in the southwest section of the map. Get this item if you haven't earned it (or the Genji Armor) elsewhere, as it makes it possible for Zack to have a Max HP of 99999.



9-2-5 TO THE LOWER LEVELS

Availability: This mission unlocks after successful completion of Mission 9-2-4.

We learned much from the previous mission, including how to descend to lower levels. We have decided for you to continue your investigation. Begin your mission immediately.



Mission Success
★ **Reward:** Iron Fist
★ **Unlocks:** Mission 9-2-6

ENEMIES

Enemy Name	HP	Page No.
Worm Elite	12290	235
S Mine	17850	238
Simurgh	12850	239
Killer Bee	8280	246

STRATAGEM
Most of the enemies in this mission fly, so Quake is not effective. Instead, cast Tri-Fire at the Killer Bees, then move in for the kill with Assault Twister+. Zack should have a high enough ATK rating at this point in the game to defeat each enemy (except the Killer Bees) with a single Assault Twister+ attack.



9-2-6 SIGNS OF MATERIA

Availability: This mission unlocks after successful completion of Mission 9-2-5.

A strong materia reaction has been detected inside the caves; some sort of materia may be buried in the soil. Please head to the site and collect the materia.



Mission Success
★ **Reward:** SP Turbo
★ **Unlocks:** Mission 9-3-1

ENEMIES

Enemy Name	HP	Page No.
Detonator	20340	239
Mandrake	9975	245
Killer Bee	8280	246
Jabberwock	287580	247

STRATAGEM
It's possible to continue this journey by relying on Quake, Assault Twister+, and Tri-Fire, at least until Zack meets the Jabberwock. The Jabberwock has some powerful physical attacks, particularly the Gyro Tail and Uppercut, but it can't withstand Zack's Costly Punch. Hit it three times with Costly Punch to defeat it.

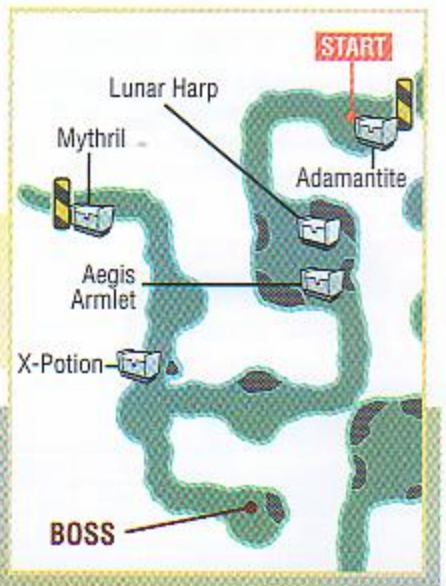


9-3: IN SEARCH OF WHAT?

9-3-1 TO THE END

Availability: This mission unlocks after successful completion of Mission 9-2-6.

The full scope of the caves still eludes us. The subterranean depths keep growing larger, and we have no choice but to explore them bottom to top. Go to your assigned area and begin the investigation.



Mission Success
★ **Reward:** Hammer Punch
★ **Unlocks:** Mission 9-3-2

ENEMIES

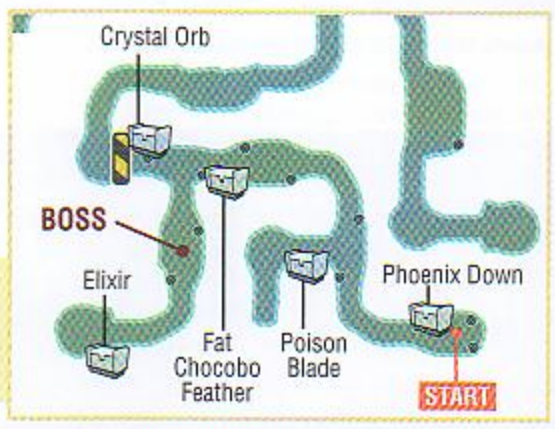
Enemy Name	HP	Page No.
Sahagin Prince	44680	232
Deathgaze	17520	233
Mandrake	9975	245

STRATAGEM
If you don't have the Genji Armor and need an occasional HP injection, then equip the Bolt Armlet to absorb the damage from the lightning-based attacks from the Deathgazes. Focus on defeating the Mandrakes and Deathgazes first to avoid their powerful drain attacks. Go with Assault Twister+ to defeat them all, then polish off the Sahagin Princes with Hell Thundaga or Quake.

9-3-2 GENESIS'S CHALLENGE

Availability: This mission unlocks after successful completion of Mission 9-3-1.

Activity by Genesis troops has been confirmed deep in the caves yet again. They seem to be conducting a search inside the caves armed with new weapons. Head to where they were last seen and eliminate them.



Mission Success
★ **Reward:** Protect Ring
★ **Unlocks:** Mission 9-3-3

ENEMIES

Enemy Name	HP	Page No.
G Intruder	27850	215
Bee Saucer IV	13484	220

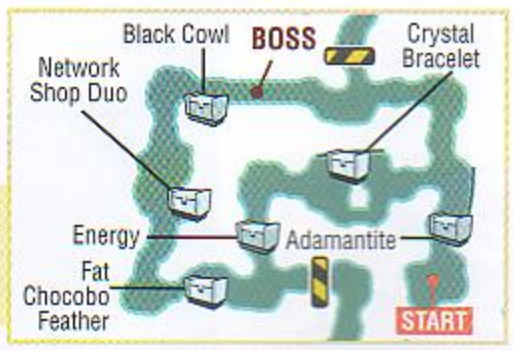
Enemy Name	HP	Page No.
Missile Machine	95240	225
Death Machine BIS	99500	226

STRATAGEM
The Missile Machine and Death Machine BIS units are quite strong. They primarily fire a standard Scatter Shoot attack, but can also launch deadly missile-based attacks, not to mention the Death Machine BIS's powerful jabbing attack. Take these foes out without hesitation using Costly Punch or, if Bee Saucer IV units are present, use the Quake spell to prevent them from protecting the larger machines.

9-3-3 GENESIS'S NEW WEAPON

Availability: This mission unlocks after successful completion of Mission 9-3-2.

The new weapons in Genesis's arsenal seem to possess overwhelming power. These must be destroyed to halt the enemy's offensive. Move to their position with all haste.



Mission Success
★ **Reward:** Gravity (Master, MAG +38)
★ **Unlocks:** Mission 9-3-4

ENEMIES

Enemy Name	HP	Page No.
Advanced Head	18620	223
Grandpanzer	380486	250

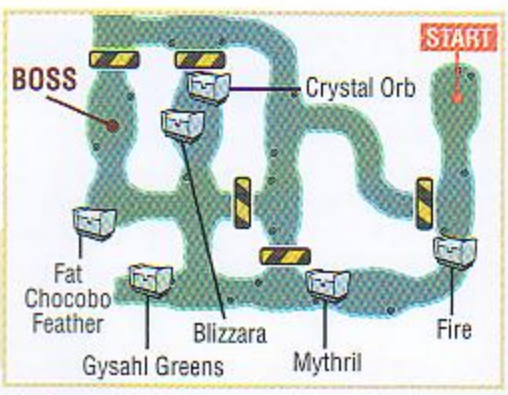
Enemy Name	HP	Page No.
Panzer Jr.+	16528	251

STRATAGEM
The Grandpanzer is one of the toughest of all the tank-like creations in Genesis's army, but it poses little threat to Zack as long as he stays behind it. The Grandpanzer's guns are all mounted in the front, so attack from behind to avoid most forms of damage. Use Costly Punch to destroy the Grandpanzer with four hits and act fast so it doesn't release additional waves of Panzer Jr.+ drones. These small craft may inflict some damage, but their primary purpose is healing the Grandpanzer. Take them out with Assault Twister+.

9-3-4 GENESIS'S SUPER WEAPON

Availability: This mission unlocks after successful completion of Mission 9-3-3.

Genesis troops have readied stronger weapons, and only a SOLDIER 1st Class can survive their attacks. Infiltrate the caves and destroy the prototypes before they get the chance to go online.



Mission Success
★ **Reward:** Magical Punch
★ **Unlocks:** Mission 9-3-5

ENEMIES

Enemy Name	HP	Page No.
Red Saucer IV	17250	220
Advanced Head	18620	223

Enemy Name	HP	Page No.
Proto Cannon Head	20270	223
Scarlet Pick	657450	248

STRATAGEM
A powerful Quake spell combined with a high MAG rating and an abundance of MP should take down the Proto Cannon Heads and Advanced Heads. Gather the items from the half-dozen chests and head west to the Scarlet Pick. Get behind the advanced version of the Red Scorpion and unleash a string of seven consecutive Costly Punch attacks! As long as Zack guards against the Anti-AP Field and Anti-MP Field attacks, he should be able to win the battle.

9-3-5 WUTAI'S BEST

Availability: This mission unlocks after successful completion of Mission 9-3-4.

Wutai troops thought destroyed have been sighted in the caves. Their best troopers have quietly moved to lower levels of the caves. Their goals are unknown, but we must halt whatever plans they have. Vanquish the Wutai elites.



Mission Success
★ **Reward:** Escort Guard
★ **Unlocks:** Mission 9-3-6

ENEMIES

Enemy Name	HP	Page No.
Crescent Unit Celsus	65280	214
Lature Dano	58580	230

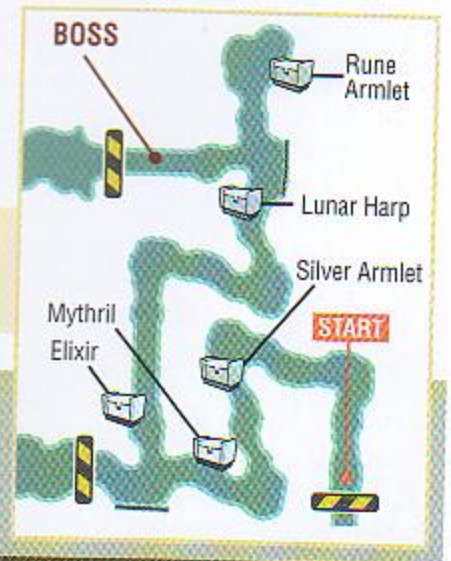
Enemy Name	HP	Page No.
Vajradhara Asura	305000	231

STRATAGEM
For added protection, equip Zack with a Safety Bit to guard against the instant-death attacks of the Crescent Unit Celsus members. These advanced units have a lethal attack called Death Missile that will drop Zack in a heartbeat—and their Chain Thrust attack is pretty strong, too! So come prepared for the Crescent Unit Celsus with a Safety Bit and a VIT Up equipped, as well as a Protect Ring. Use two hits from Quake and an Assault Twister+ attack to clean up the leftovers. As for the Vajradhara Asura, rely on Zack's trusty Costly Punch attack.

9-3-6 NO MORE WUTAI

Availability: This mission unlocks after successful completion of Mission 9-3-5.

The Wutai in the caves have been eliminated. Let us take this opportunity to further explore the deeper levels. Monsters have been confirmed as present, so you must continue fighting as you move downward.



Mission Success
★ **Reward:** Flare (Master, MAG +30)
★ **Unlocks:** Mission 9-4-1

ENEMIES

Enemy Name	HP	Page No.
Iron Claw	69780	241
Jack o' Lantern	92850	241
Horned Devil	72800	242
Mover EX	34860	244

STRATAGEM
One way to defeat these foes is to use Costly Punch and knock each of them out with one hit apiece. Watch for the Mover EX's Graviga attack and simply run from enemy to enemy using Costly Punch.

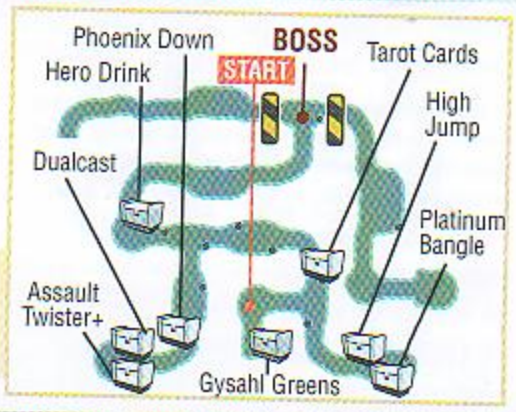


9-4: REALM OF DEMONS

9-4-1 GENESIS'S AMBITION

Availability: This mission unlocks after successful completion of Mission 9-3-6.

Genesis troops are advancing again. Their new frontline weapons are dealing massive damage, but yielding the caves to them is not an option. Vanquish this worthy enemy now!



Mission Success
★ **Reward:** Kaiser Knuckles x4
★ **Unlocks:** Mission 9-4-2

ENEMIES

Enemy Name	HP	Page No.
G Renegade	232400	217
Metal Saucer IV	20850	221

Enemy Name	HP	Page No.
Crazy Sword	102500	222
Stive Machine	122800	224

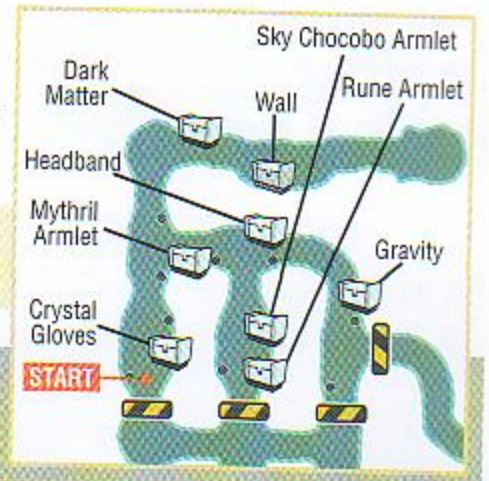
STRATAGEM
This mission features a bevy of high-tech weaponry, plus a fair number of chests! Most importantly, Zack must reach the southwest corner of the caves to obtain the Dualcast materia which, when equipped, automatically casts magic materia twice in quick succession. Dualcast works well with Graviga, as it makes it possible to sap high-level enemies of 199998 HP in just three or four short seconds. The good ol' combination of Costly Punch, Quake, and Assault Twister+ still works well here.



9-4-2 GENESIS'S PASSION

Availability: This mission unlocks after successful completion of Mission 9-4-1.

New Genesis copies, using tactics we've never encountered before, are readying an army and marching into the caves with unstoppable momentum. Pursue them and stop their advance to prevent them from achieving their sinister goals.



Mission Success
★ **Reward:** Fat Chocobo Feather
★ **Unlocks:** Mission 9-4-3

ENEMIES

Enemy Name	HP	Page No.
G Peltast	52580	215
G Fine	378500	219

STRATAGEM
Equip the Dualcast materia (from the previous mission) alongside the Quake materia and use it to weaken the G Peltasts in the caves. Swap out Quake in favor of Graviga before the boss battle, though, as the ability to Dualcast Graviga will prove incredibly valuable against the two G Fines. Both the G Peltasts and G Fines can regenerate lost HP and/or drain some from Zack, so try to win the battle quickly. Also, make sure Zack's VIT rating is high enough to withstand the G Fine's Tracking Missile attack.



9-4-3 A FRESH START

Availability: This mission unlocks after successful completion of Mission 9-4-2.

Genesis troops are no more. Wutai forces have vanished. There is nothing left to do but keep moving deeper into the depths of the caves.



Mission Success
★ **Reward:** 1000 Needles
★ **Unlocks:** Mission 9-4-4

ENEMIES

Enemy Name	HP	Page No.
Kactaar	99999	226
Gremlin	58770	234
Dinornis	265400	236
Giant Hornets	13850	246

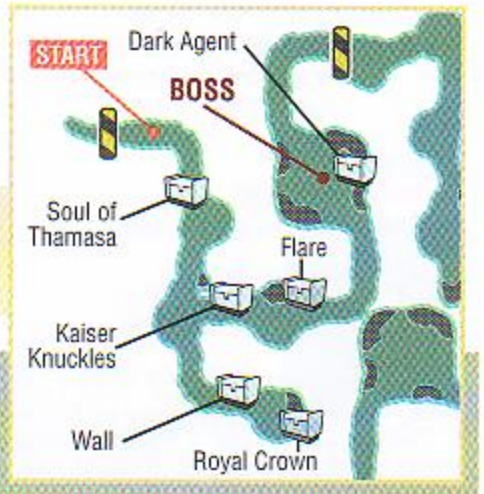
STRATAGEM
Things start to get a lot tougher from this point on. This fight involves Giant Hornets and their penchant for stealing Zack's MP, plus multiple Dinornis foes will attack simultaneously. Come equipped with a high VIT rating, a Max HP near 99999, and a Protect Ring. Also, make sure Zack can cast (or Dualcast) Graviga as soon as the foes appear, then use Costly Punch.



9-4-4 MACHINES GONE HAYWIRE

Availability: This mission unlocks after successful completion of Mission 9-4-3.

Shinra's weapons are acting up; something in the caves is making them go berserk. Destroy our machines to keep them from hurting our own people.



Mission Success
★ **Reward:** Precious Watch
★ **Unlocks:** Mission 9-4-5

ENEMIES

Enemy Name	HP	Page No.
Hauser Head	88888	223
Cannon Head	88888	223
Black Widow	1538500	249

STRATAGEM

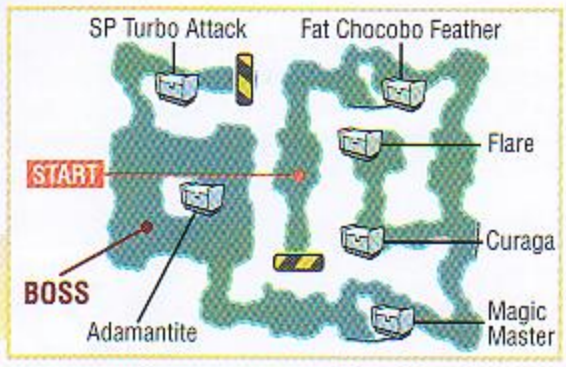


The path to the Black Widow is crawling with Hauser Heads and Cannon Heads, both of which can deal a death blow to Zack when they attack in unison. Dualcast Quake twice to dispatch these foes quickly, or they'll simply overrun Zack with their various artillery and ramming attacks. The Black Widow has a ton of HP and is immune to Graviga, but it is still highly vulnerable to Costly Punch. Guard against its various Field attacks and keep hitting it with Costly Punch.

9-4-5 ONLY FOR SOLDIER

Availability: This mission unlocks after successful completion of Mission 9-4-4.

Our own machines have gone berserk, and the losses we have experienced are unacceptable. We are pulling our troops out of the caves, but SOLDIER must keep moving forward. Take out any monsters in your way!



Mission Success
★ **Reward:** Murderous Thrust
★ **Unlocks:** Mission 9-4-6

ENEMIES

Enemy Name	HP	Page No.
Tonberry Guard	274580	227

Enemy Name	HP	Page No.
Tonberry King	487800	227

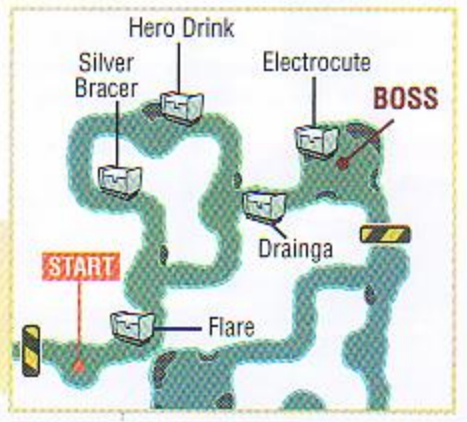
STRATAGEM

The Soul of Thamasa couldn't have come at a better time! Equip this special accessory (found in the previous mission) in place of the Ribbon and prepare to Dualcast Graviga a lot! There are numerous Tonberry Guards and Tonberry Kings and their Kitchen Knife attack isn't anything to fear, provided Zack has a high VIT rating and the Protect Ring. In fact, the Regen effects of his Genji Armor should come close to equaling the damage caused by Kitchen Knife. Both types of Tonberries will disappear and reappear periodically in an attempt to sneak up on Zack before striking with their Kitchen Knife thrust. Dodge away when they reappear and resume Dualcasting Graviga. Watch the damage numbers closely and, once they drop below 30000 or so, finish them off with Assault Twister+. Note that each Tonberry Guard gives up 5000 gil and the Tonberry Kings yield 10000 gil.

9-4-6 ONLY FOR 1ST CLASS

Availability: This mission unlocks after successful completion of Mission 9-4-5.

The monsters we've encountered are so ridiculously powerful that SOLDIER operatives are struggling to stay in the fight. 2nd and 3rd Class operatives cannot go any further. We're counting on you.



Mission Success
★ **Reward:** Sniper Eye
★ **Unlocks:** Mission 9-5-1

ENEMIES

Enemy Name	HP	Page No.
Jatayu	88400	239
Garuda	114680	240
Grannygalan	312800	243

Enemy Name	HP	Page No.
Mama Grangalan	175800	243
Me Grangalan	143500	243

STRATAGEM



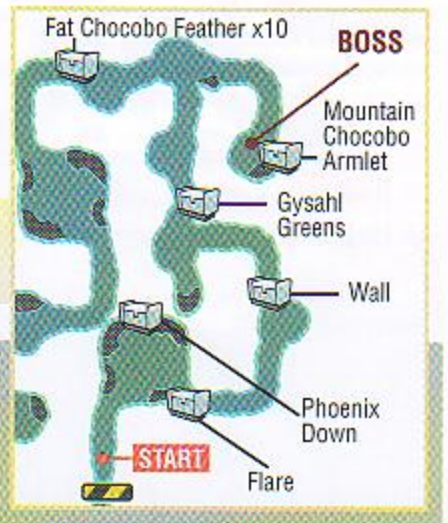
The Jatuya and Garuda each attack in groups of four and are fond of lightning-based attacks. Try hitting them with Graviga once or twice to soften them up for an Assault Twister+ attack. The Grangalans serve as the boss creatures and can be defeated with Graviga and Costly Punch. Just stay away from their giant mouths!

9-5: UNKNOWN ENERGY

9-5-1 HOJO'S MONSTERS

Availability: This mission unlocks after successful completion of Mission 9-4-6.

It seems monsters have been released from Hojo's lab into the caves. They are unlikely to distinguish friend from foe. Though we may be breaching the chain of command, you are permitted to fight back if they attack you.



Mission Success
★ **Reward:** Brutal
★ **Unlocks:** Mission 9-5-2

ENEMIES

Enemy Name	HP	Page No.
Makonoid	325800	219
Hauser Head	88888	223
Cannon Head	88888	223
Mako Ifrit	2262870	248

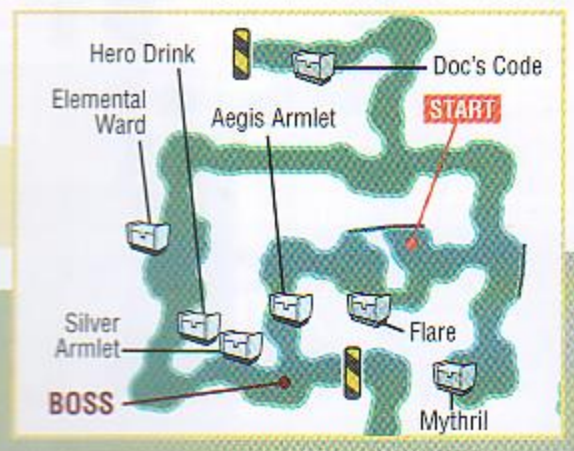
STRATAGEM

Mako Ifrit is unlike any other creature in the game thus far—it has over two million HP! Fortunately, Mako Ifrit primarily attacks with two special attacks: its Explosive Flame Shot and the Hellfire attack. Zack can outrun the former attack, but the latter attack is unavoidable. Depending on Zack's SPR rating, Hellfire will likely inflict 25000 to 40000 HP worth of damage, but don't fear because the Genji Armor will heal Zack over 6000 HP every four seconds (if Zack has Max HP of 99999). So during the Mako Ifrit fight, just focus on running around the perimeter of the battlefield while casting (or Dualcasting) Graviga until the damage numbers drop below 99999. When this occurs, move in for the kill with Costly Punch. Mako Ifrit will occasionally try to stomp or punch Zack, but these attacks can be avoided.

9-5-2 FURTHER BELOW

Availability: This mission unlocks after successful completion of Mission 9-5-1.

We are thoroughly impressed that you have eliminated Hojo's monsters—no offense to him. With your abilities, we are confident that you can handle any foe that comes your way. Keep up the pace and move forward.



Mission Success
★ **Reward:** SP Barrier
★ **Unlocks:** Mission 9-5-3

ENEMIES

Enemy Name	HP	Page No.
Scissor Devil	78500	240
Three Stars	67850	244

STRATAGEM

The Costly Punch attack will come in handy throughout this mission as both the Three Stars (relative of the Mover) and the Scissor Devil foes are best defeated right away via this powerful attack. The Very Hungry foes are tougher and have some powerful Bite attacks that can drain Zack of HP. Cast Graviga from afar to cut them down, then go in for the kill with Costly Punch.

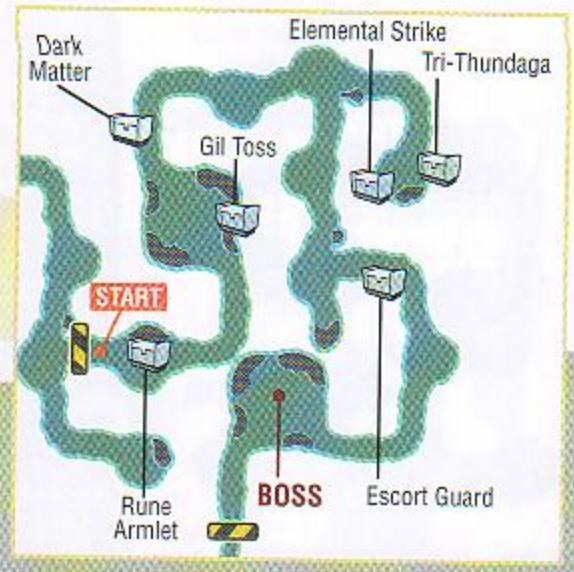


9-5-3 UNUSUALLY STRONG MONSTERS

Availability: This mission unlocks after successful completion of Mission 9-5-2.

If our data is correct, these monsters are unusually strong; the caves must be the cause. We are analyzing the monster data from the areas we have already covered, but it's not enough. Please go deeper and collect more data for us.

Mission Success
★ **Reward:** Protect Ring
★ **Unlocks:** Mission 9-5-4



ENEMIES

Enemy Name	HP	Page No.
Tycoon	215000	237
Scissor Devil	78500	240
Man Hunter	86800	242
Three Stars	67850	244

STRATAGEM

The Man Hunter foes, which travel in groups, attack with various Needle-based attacks. Don't hesitate to cast Quake or Graviga followed by Assault Twister+ to keep them at bay. This is an especially good idea if the Three Stars are around, as they yield 20000 SP when defeated and it's possible to earn more SP by stringing numerous kills together before defeating them—SP bonuses multiply when enemies are killed in quick succession. It should take a single Costly Punch attack to defeat the Three Stars, so leave them for last to gain the most SP. The final creature, the Tycoon, is a relative of the Hippogriff but is immune to Graviga, so go at it with Costly Punch immediately.



9-5-4 ABNORMAL POWER

Availability: This mission unlocks after successful completion of Mission 9-5-3.

We are fairly certain that the monsters inside the caves are being strengthened by an unknown energy. The energy seems to grow as we advance further down. Descend to the next level and help us find the cause.

Mission Success
★ **Reward:** Laurel Crown
★ **Unlocks:** Mission 9-5-5



ENEMIES

Enemy Name	HP	Page No.
King Sahagin	324580	232
Imp	204800	234

Enemy Name	HP	Page No.
Very Hungry	398500	244

STRATAGEM

Although the monsters in this mission have a lot of HP, the primary focus must be on reaching the chest in the southern section of the caves, just east of the boss creature, to acquire the Network Shop Shade. Access this shop and use the gil earned in the battle with the King Tonberries to purchase the Genji Helm. The item costs 1,000,000 gil but prevents you from expending MP and AP, and also adds the Libra effect. Now Zack can utilize materia that consumes large amounts of AP and MP without concern. Don't worry about having to use an Ether or Soma again with the Genji Helm equipped! Try it out against the King Sahagins and Imps by Dualcasting Graviga and/or Tri-Thundaga.

9-5-5 A LONELY JOURNEY

Availability: This mission unlocks after successful completion of Mission 9-5-4.

You are the only one left exploring these caves; any other SOLDIER 1st Class operatives have long since retired. The monsters are becoming increasingly vicious. Proceed with caution.

Mission Success
★ **Reward:** Hellfire
★ **Unlocks:** Mission 9-5-6



ENEMIES

Enemy Name	HP	Page No.
Cerberus	88680	229
Imp	204800	234

Enemy Name	HP	Page No.
Hexodon	168500	236

STRATAGEM

The enemies in this mission have their own unique form of attacking, but as long as Zack is protected against status effects and is wearing the Genji Helm and Genji Armor, their efforts shouldn't affect things too much. Dualcast Graviga, then attack with Assault Twister+ and Costly Punch to finish them off. The Imps will attack mainly with fire-based projectiles, so equip the Blaze Armlet.



9-5-6 EVEN DEEPER

Availability: This mission unlocks after successful completion of Mission 9-5-5.

We have confirmed the existence of Guard Hounds from the area you covered in the last mission. They may have gone berserk by themselves, but it is more likely that there was an external stimulus. Please gather more information as we continue to analyze our data.

Mission Success
★ **Reward:** Megaflare (Master, MAG +50)
★ **Unlocks:** Mission 9-6-1



ENEMIES

Enemy Name	HP	Page No.
Hexodon	168500	236
Explosive	89800	239
Belial	112680	242
Chive	98980	245

STRATAGEM

The Hexodons may take the most time to kill since they can cast Wall and Curaga, and the Explosives and Belials may be the most obvious targets to hit with Costly Punch, but the Chive enemies are of the greatest concern. These tiny relatives of the Mandrake pack a lot of HP and will quickly drain Zack of MP, SP, or even HP. Costly Punch and Quake go a long way here, along with a high-powered Aerial Drain.

Consider fusing Assault Twister+ with an Aerial Drain and some Hero Drinks to create an Aerial Drain with an ATK rating of 90 or better. It won't inflict as much damage as Assault Twister+, but casting it repeatedly will keep Zack safely out of reach of the enemies and maintain a steady supply of HP.



9-6-1 TOUGHEST MONSTERS

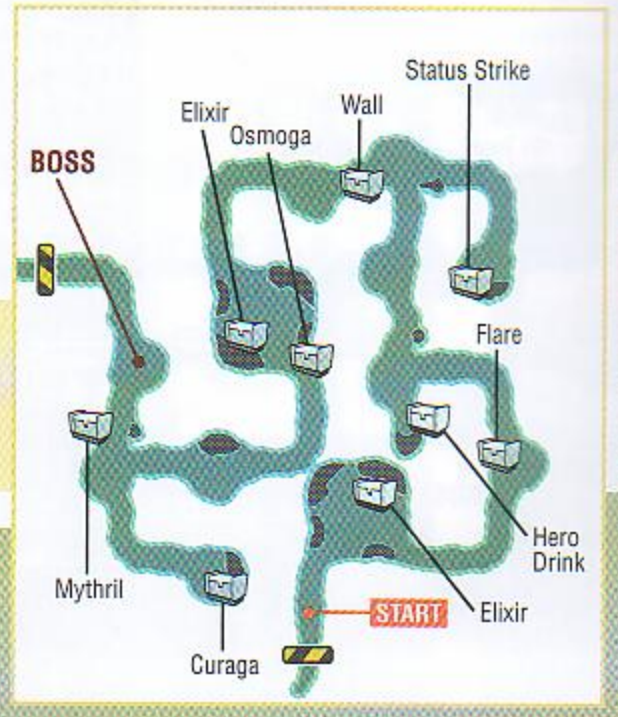
Availability: This mission unlocks after successful completion of Mission 9-5-6.

An analysis of the data tells us that the monsters in these caves are exponentially stronger than they are above ground. Even those that are relatively docile above ground become belligerent in these caves. We trust you, but do not let your guard down.

Mission Success
★ **Reward:** Zantetsuken (Master, MAG +60)
★ **Unlocks:** Mission 9-6-2

ENEMIES

Enemy Name	HP	Page No.
Kactuare	399999	227
King Sahagin	324580	232
Abyss Worm	107280	235
Chive	98980	245



STRATAGEM
Welcome to the first mission in what is undoubtedly the most difficult sub-category in the game. And as such, it's time to give some thought to your equipment and defensive parameters. There are essentially three major hazards in this mission and two of them involve the Abyss Worm's "Absolute Thread" Stop attack, which hits Zack with the Stop status effect—even when wearing a Ribbon! This makes Zack extremely susceptible to the very powerful Energy attack from the Chive and also the 10,000 Needles attack from the Kactuare. The third major threat is that the Kactuare will often summon the strength to unleash one final, deadly attack just as Zack depletes its HP.

It's important to stay on the move and use Costly Punch to eliminate the Chives as soon as possible. With them out of the picture, try targeting the Kactuare with Graviga. This will probably hit the Abyss Worms as well and he can finish them off as he moves about the area. Cast Wall (if necessary) and top off Zack's HP before unleashing the final blow to the Kactuare with Costly Punch. The boss battle pits Zack against three Kactuares. Although we advise against using a Phoenix Down earlier in the mission—you'll likely just waste them—we do advise using one now. Use Graviga or Dualcast Graviga until you see the Kactuares below 99999 HP and continue moving around until they group together. Go in for the kill with Costly Punch once they are together to hit and kill at least two of them.

9-6-2 THE LOWEST TIER

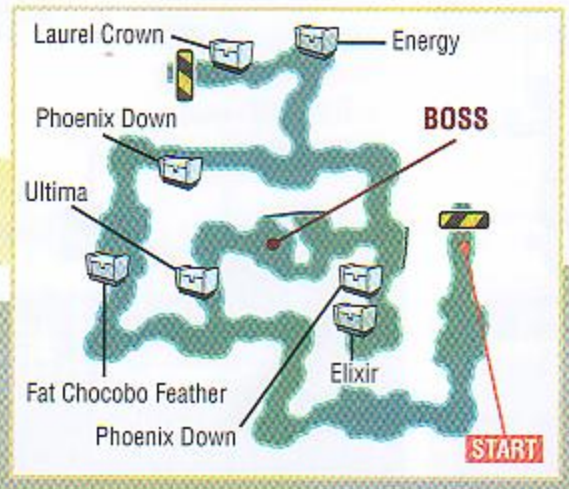
Availability: This mission unlocks after successful completion of Mission 9-6-1.

You have almost reached the lowest level of the caves. We will give you all the support that we can. You may look forward to this mission's compensation. Good luck.

Mission Success
★ **Reward:** Super Ribbon
★ **Unlocks:** Mission 9-6-3

ENEMIES

Enemy Name	HP	Page No.
Holy Tonberry	728770	227
Explosive	89800	239
Shadow Monk	158540	241
Killer Stinger	93850	242



STRATAGEM
The time has come to boost Zack's resistance to magic spells by equipping an SPR Up materia, preferably one with an SPR rating of 50 or higher. Although Costly Punch won't dispose of the Explosives and Killer Stingers right away, the Shadow Monks are a bit more difficult to defeat, due to their higher HP and ability to cast Full Cure. This puts Zack at higher risk of being hit with their high-powered Ultima spell which can sap him for upwards of 40000 HP. Use Graviga and Costly Punch to eliminate the Shadow Monks. This mission also features a Holy Tonberry. Try to stay beside or behind it to avoid the Kitchen Knife attack and cast Graviga until its HP is within range of Costly Punch.



9-6-3 WEAPONS GONE HAYWIRE

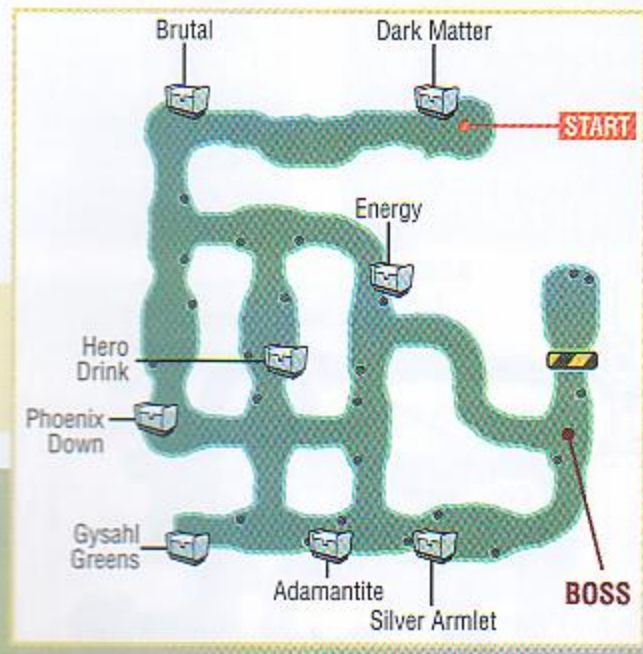
Availability: This mission unlocks after successful completion of Mission 9-6-2.

It is now clear that the mysterious energy can influence not only monsters, but machines as well. The mechanical weapons go on unprogrammed rampages powered by a seemingly endless supply of energy. You're the only one who can solve this mystery.

Mission Success
★ **Reward:** Rebirth Flame (Master, MAG +80)
★ **Unlocks:** Mission 9-6-4

ENEMIES

Enemy Name	HP	Page No.
Master Blade	385000	222
Abyss Worm	107280	235
Shadow Monk	158540	241
Killer Stinger	93850	242



STRATAGEM
Remember to equip the Super Ribbon (received from the previous mission) for protection against Death from the Master Blades' Drill Attack. This will leave Zack standing with 1 HP. The final battle is against twin Master Blades so even with Regen and Super Ribbon, it's important to avoid getting hit by the Drill Attack. Go after the Master Blades with Costly Punch, then run and dodge their attacks. Employ hit-and-run tactics until they've been destroyed.



9-6-4 BIOMECHANICAL THREATS

Availability: This mission unlocks after successful completion of Mission 9-6-3.

Though mechanical, the Master Blades you encountered in your last mission had taken on biological behavior from the unknown energy. The energy seems to have properties beyond our imagination. It's almost within your reach!

Mission Success

★ **Reward:** Exaflare (Master, MAG +100)
★ **Unlocks:** Mission 9-6-5

ENEMIES

Enemy Name	HP	Page No.
Emperor Sahagin	435700	232
Lesser Demon	115800	234
Diatryma	188770	236
Great Malboro	3385000	245



STRATAGEM

The boss, the Great Malboro, is similar to the other Malboros, so approach it in much the same manner—stay on the move to avoid its toxic attacks, Dualcast Graviga and then finish it off with Costly Punch or Hell Thundaga. Note that the Emperor Sahagins will cast Invincible on the Diatrymas. Instead of using a coveted materia slot with the Silence materia, consider giving Hell Thudaga a try. This spell dishes out moderate damage and inflicts status effects. By using Hell Thundaga, you may inflict Silence on the Emperor Sahagin, thus making it impossible for it to give the Diatrymas invincibility. Once it's Silenced, start casting Graviga to weaken the Diatrymas, then finish them off with Hell Thundaga.



9-6-5 LIFE FORM OF ENERGY

Availability: This mission unlocks after successful completion of Mission 9-6-4.

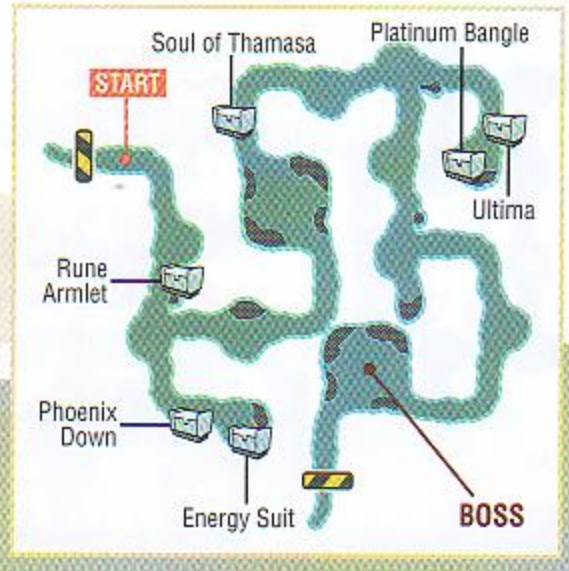
Analysis of the mysterious energy has led us to believe that not only does it make machines behave like living organisms, but any other life form killed by it could take on an entirely different behavior. Evidence suggests that a few of our men have disappeared in the lower levels. Don't let anything take you by surprise! Keep your courage up and move forward!

Mission Success

★ **Reward:** SP Master
★ **Unlocks:** Mission 9-6-6

ENEMIES

Enemy Name	HP	Page No.
Mock Trooper A	92500	215
Mock Trooper B	92500	208
Mock Trooper C	92500	211
Goliath	880000	250



STRATAGEM

The Mock Troopers have some very deadly attacking power, but they likely won't inflict status effects. Swap out the Super Ribbon for the Ziedrich accessory and equip any VIT Up and SPR Up materia available to push Zack's defensive ratings to their max of 255 (these will have to be crafted via materia fusion). Since so many enemies attack at once, bring along a high-powered Quake spell for offensive purposes. Start each battle by casting Wall, then start casting Quake constantly and employ this same strategy for the boss battle, too. Once Zack is strong enough to handle the Tri-Fire attack of the Mock Trooper A units, he'll survive the mission.



9-6-6 THE REIGNING DEITY

Availability: This mission unlocks after successful completion of Mission 9-6-5.

After the mysterious energy's effluence, we are sure that its source is just beyond here. There's no telling what you may find, but we've come too far to turn back now. We look forward to reading your report, Zack!

Mission Success

★ **Reward:** Divine Slayer
★ **Unlocks:** N/A

ENEMIES

Enemy Name	HP	Page No.
Minerva	10000000	254



STRATAGEM

In the final mission, Zack battles a creature known simply as Minerva, arguably the toughest boss in the *FINAL FANTASY* universe! However, with the proper preparation, things will be easier. Here's one suggestion: Equip the Genji Armor, Genji Glove, Protect Ring (or Genji Shield), and Ziedrich. This will provide Zack with Regen, Endure, Barrier, and MBarrier, boost his vital stats by 100 each, and also set his Max HP limit at 99999 and damage limit at 99999. Equip any necessary materia to ensure that Zack's Max HP is 99999 and that his VIT and SPR stats are both at 255. The only attack he needs equipped is Costly Punch, which consumes no AP or MP. Use any extra materia slots to equip Curaga or perhaps Exaflare or another DMW-related materia. Minerva doesn't use any particularly deadly elemental attacks, nor does she inflict status effects. Also, there will be time to cast Curaga and consume items such as Hi-Potions.

Next, make sure to have enough Phoenix Downs to survive this lengthy 20- to 30-minute long battle. Make sure Zack is always in Raise status, or defeat is all but certain. If you're low on Phoenix Downs, try to steal them from Minerva—she has 99 of them!

Now it's time for the fight. It may take about 100 Costly Punch attacks to defeat Minerva, depending on how many times she heals during battle. Similarly, pay attention to what attack she is about to use and take the appropriate action. There is, in fact, time to guard against Ultima and doing so could reduce the damage Zack receives by 30%. Similarly, many of her other attacks (such as Thor's Hammer and Flash Slash) can be dodged and/or guarded against.

The main threat in this fight is Minerva's Judgment Arrow attack. This elaborate attack hits for tens of thousands of HP, and also destroys Zack's Raise status. Make sure to use a Phoenix Down immediately after every Judgment Arrow attack. As long as you can avoid being hit by all of her attacks and can manage to land eight to 10 Costly Punches for every Phoenix Down Zack has to consume, he'll come out on top. Remember that this is a battle where patience is rewarded.



MYSTERIES OF THE WORLD

Mission Directory

Subcategory	Code Number	Mission Name	Availability	Suggested Level	Reward
10-1: Cactoid Secrets	10-1-1	Where's the Cactuar?	1 2 3 4 5 6 7 8 9 10	11	Muscle Belt
	10-1-2	Kactuar?	1 2 3 4 5 6 7 8 9 10	16	Champion Belt
	10-1-3	Cactuar Found	1 2 3 4 5 6 7 8 9 10	19	Cactus Thorn
10-2: Tonberry Quests	10-2-1	Find the Tonberry	1 2 3 4 5 6 7 8 9 10	16	Silver Armlet
	10-2-2	Tonberries Everywhere	1 2 3 4 5 6 7 8 9 10	19	Gysahl Greens
	10-2-3	Master Tonberry	1 2 3 4 5 6 7 8 9 10	21	Tonberry's Knife
10-3: Fun in the Sun!	10-3-1	Vacation Time	1 2 3 4 5 6 7 8 9 10	24	Dark Matter
	10-3-2	Vacation for Real	1 2 3 4 5 6 7 8 9 10	27	Gysahl Greens
	10-3-3	Please Make It a Vacation	1 2 3 4 5 6 7 8 9 10	32	Hero Drink
10-4: More Fun in the Sun	10-4-1	You Need a Vacation	1 2 3 4 5 6 7 8 9 10	35	Phoenix Down
	10-4-2	We Hope It's a Vacation	1 2 3 4 5 6 7 8 9 10	37	Mythril
	10-4-3	Is It a Vacation Yet?	1 2 3 4 5 6 7 8 9 10	44	Adamantite

10-1: CACTOID SECRETS

10-1-1 WHERE'S THE CACTUAR?

Availability: Unlock by finding and defeating the Kactuar in Mission 3-1-3.

One of our executives has lost his pet Cactuar. It seems the prickly pet has disappeared with classified company information in its hands. This security breach must be dealt with at once. A door-to-door investigation by Shinra has revealed the Cactuar to be in the wasteland. Exterminate it on sight.



Mission Success

★ **Reward:** Muscle Belt

★ **Unlocks:** Mission 10-1-2

ENEMIES

Enemy Name	HP	Page No.
Kactuar	99	226
Fly Eye	2218	232
Raijincho	1944	239

STRATAGEM

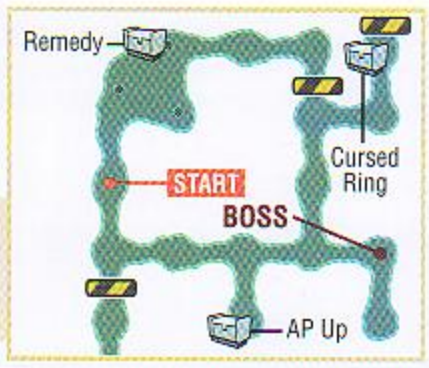
Equip Zack's strongest Fire-based materia and unleash it on the Raijinchos. They tend to fly in flocks of three and the powerful Firaga materia can drop all three with a single cast. The Kactuar foes in the clearing practically stand still for Zack to strike them down.



10-1-2 KACTUAR?

Availability: This mission unlocks after successful completion of Mission 10-1-1.

The Cactuar found in the last mission was only a look-alike. Another thorough investigation by Shinra has revealed the Cactuar to be in the wasteland. This one has got to be our executive's Cactuar! Exterminate it immediately!



Mission Success

★ **Reward:** Champion Belt

★ **Unlocks:** Mission 10-1-3

ENEMIES

Enemy Name	HP	Page No.
Kactuar	99	226
Trap	872	237

Enemy Name	HP	Page No.
Raijincho	1944	239

STRATAGEM

The three Kactuars at the end of this mission will gang up on Zack. They won't inflict much damage, but they can administer the Stun status effect, so be warned!



10-1-3 CACTUAR FOUND?

Availability: This mission unlocks after successful completion of Mission 10-1-2.

If we leave things as is, it is only a matter of time before sensitive information is leaked and heads roll. We must, for the sake of these heads, find the Cactuar at all costs. Further investigation has determined its location to be in the wasteland. There is no time to lose!



Mission Success

★ **Reward:** Cactus Thorn

★ **Unlocks:** Cactuar DMW Image

ENEMIES

Enemy Name	HP	Page No.
Kactuar	99	226
Kactuer	399	226
Replicon	3480	235
Trap	872	237

STRATAGEM

Don't rush off to kill the Kactuer just yet! First, head westward to the chest in the distance to obtain the Safety Bit! When equipped, the Safety Bit can prevent death! Fight back to the east past the Kactuars and Replicons to reach the Kactuer. It has only 399 HP, but its high VIT rating makes it a formidable foe.



10-2-1 FIND THE TONBERRY!

Availability: Unlock by finding and defeating the Tonberry in Mission 6-1-5.

Our president's personal chef has requested that we reclaim his prized knife of legend. Investigation has revealed that a Tonberry in the coal mines is currently in possession of the knife. Defeat the Tonberry and claim the cutlery!

Mission Success
★ **Reward:** Silver Armlet
★ **Unlocks:** Mission 10-2-2



ENEMIES

Enemy Name	HP	Page No.
Tonberry	9999	227
Worm	3300	234

STRATAGEM
Most enemies are too fast for the Blizzara materia to be effective, but the Worms are the exception—plus they often stand close enough together to score a two-for-one kill! Use Blizzara to battle past the Worms, then switch back to standard attacks and run behind the Tonberry to let this foe have it! It should take just a few sword slashes from behind to drop him.

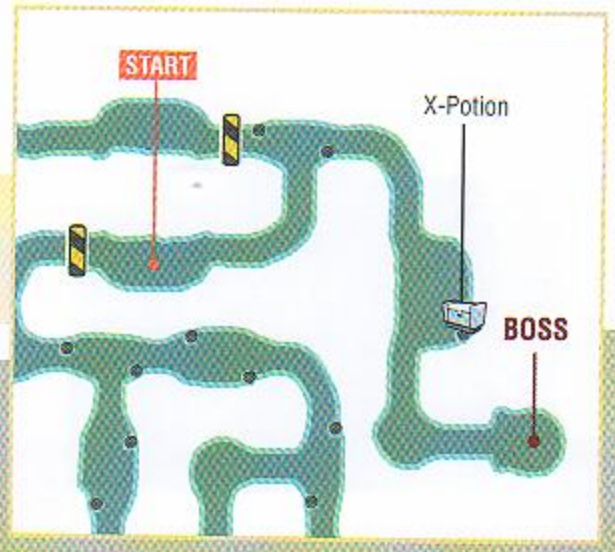


10-2-2 TONBERRIES EVERYWHERE

Availability: This mission unlocks after successful completion of Mission 10-2-1.

The kitchen knife possessed by the previous Tonberry was not the chef's legendary knife. But we have new information about another Tonberry with the chef's precious cutlery. Hurry there and defeat the Tonberry!

Mission Success
★ **Reward:** Gysahl Greens
★ **Unlocks:** Mission 10-2-3



ENEMIES

Enemy Name	HP	Page No.
Tonberry	9999	227

STRATAGEM
Fighting a single Tonberry was easy, but dealing with four of them is another story! Equip the Vital Slash materia and look for an opportunity to slash two or three Tonberries at once. Watch for the Kitchen Knife attack when attacking; Zack must avoid being cornered by the Tonberries in order to unload the Vital Slash attack.

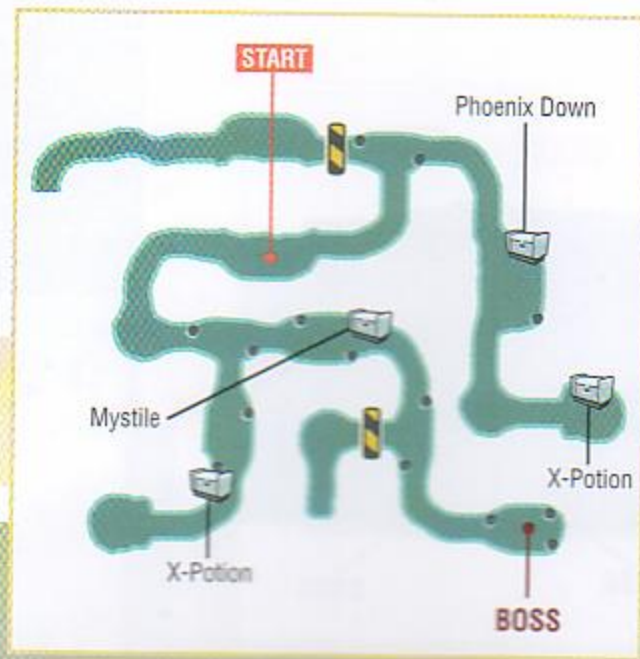


10-2-3 MASTER TONBERRY

Availability: This mission unlocks after successful completion of Mission 10-2-2.

Despite the number of Tonberries in the last mission, not one held the chef's legendary knife. But the latest news is the most reliable yet. The Master Tonberry in the caves is in possession of it! Go slay the Master Tonberry!

Mission Success
★ **Reward:** Tonberry's Knife
★ **Unlocks:** Tonberry DMW Image



ENEMIES

Enemy Name	HP	Page No.
Tonberry	9999	227
Master Tonberry	39999	227
Magic Pot	999999	227

STRATAGEM
Those who explore the caverns to their fullest will encounter dozens of Tonberries looking for a fight. Although this will slow your travels, it makes it possible to level up several times during this one mission. The Master Tonberry fights like the other Tonberries, but it can disappear and reappear to avoid attacks and reposition itself during battle. Focus on staying behind it and use Vital Slash to inflict thousands of HP worth of damage with each swing of the sword. This mission also includes a Magic Pot. Satisfy this creature by hitting it upon request with the following attacks: Jump, Fire, Gravity, and Assault Twister. Doing so will earn Zack valuable items and add the Magic Pot to the DMW if it isn't already.



10-3-1 VACATION TIME

Availability: This mission unlocks after successful completion of Mission 3-2-2.

You are hereby granted a vacation to Shinra's own resort, Costa del Sol. We hope the time off will relieve some of your stress.



Mission Success
- ★ **Reward:** Dark Matter
- ★ **Unlocks:** Mission 10-3-2

ENEMIES

Enemy Name	HP	Page No.
G Marine	8350	217

STRATAGEM

Zack is back on the beach armed with an umbrella and this time he's fighting three G Marines. These foes are essentially tougher versions of the G Divers from Junon, but they have similar attacks. Watch for their kicks and gunfire and hit them with a command materia attack, a magic-based attack, or—if you've already acquired the Status Strike and Hell Thundaga materia—just rush up to them and start swinging!



10-3-2 VACATION FOR REAL

Availability: This mission unlocks after successful completion of Mission 10-3-1.

Your previous break was rudely interrupted by an attacking Genesis battalion, so here is your permit for a real vacation in Costa del Sol. We hope you enjoy your time off.



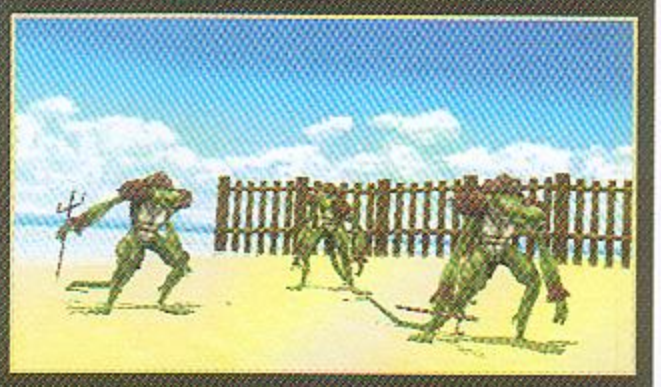
Mission Success
- ★ **Reward:** Gysahl Greens
- ★ **Unlocks:** Mission 10-3-3

ENEMIES

Enemy Name	HP	Page No.
Water Warrior	17445	231

STRATAGEM

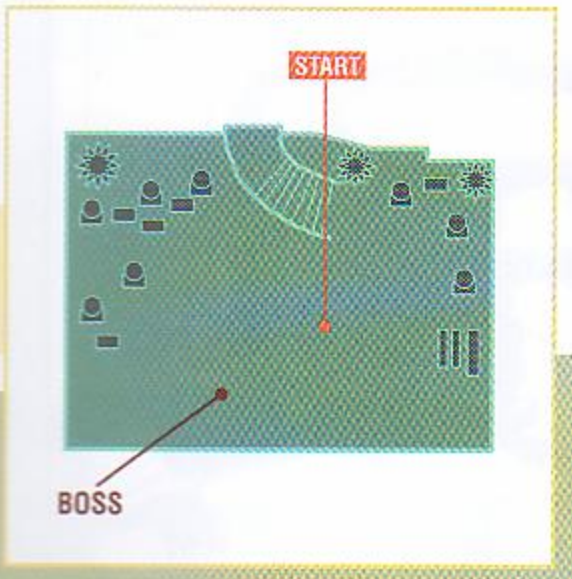
The Water Warriors (aka Sahagins) have lots of HP and they're well versed in using their pointy tridents. To cut their HP in half, hit them with Hell Thundaga as soon as the battle starts, then go in for the kill with the sword, or cast Hell Thundaga a second time to finish them off.



10-3-3 PLEASE MAKE IT A VACATION

Availability: This mission unlocks after successful completion of Mission 10-3-2.

We never would have thought Sahagins lived in the waters of Costa del Sol. Please enjoy some real time off at our exclusive resort. The third time is the charm!



Mission Success
- ★ **Reward:** Hero Drink
- ★ **Unlocks:** Mission 10-4-1

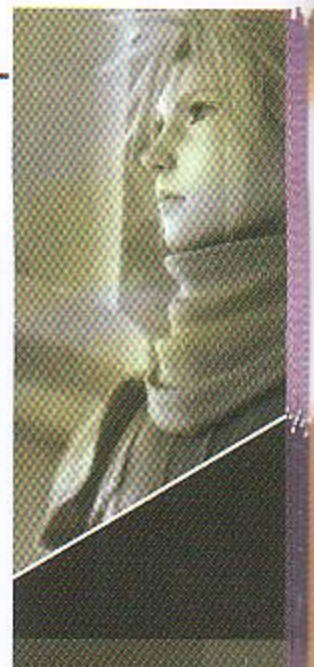
ENEMIES

Enemy Name	HP	Page No.
Steam Engine	12510	238

STRATAGEM

The Steam Engines in this battle closely resemble the Bombs seen elsewhere, although these enemies don't self-destruct. Hit them hard with Blizzaga or use the standard attack or command materia against them. They don't have a lot of HP, but they do recover their HP, so attack fast!





10-4-1 YOU NEED A VACATION

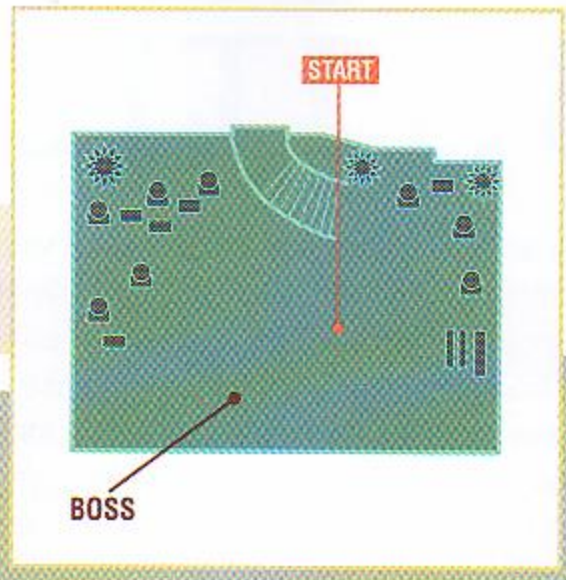
Availability: This mission unlocks after successful completion of Mission 10-3-3.

Even the meteorological bureau was surprised to hear that the rise in water temperature at Costa del Sol was being caused by Bombs. We can't blame you for convulsions of nature, so here is your permit for another break.

Mission Success
★ **Reward:** Phoenix Down
★ **Unlocks:** Mission 10-4-2

ENEMIES

Enemy Name	HP	Page No.
Coast Runner	5758	235



STRATAGEM
This battle pits Zack against 11 Coast Runners. These massive birds have a strong kick and a big bite, so keep a good distance away to come out on top. Use magic to slay the first few foes, then conserve some MP and go in for the final kills with the umbrella.



10-4-2 WE HOPE IT'S A VACATION

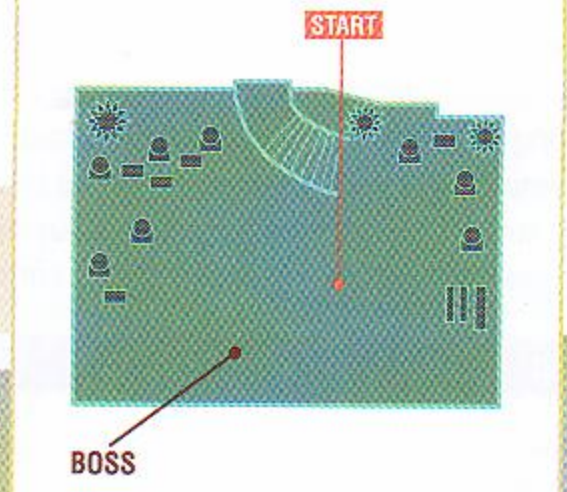
Availability: This mission unlocks after successful completion of Mission 10-4-1.

We don't know what else to call it but bad luck; both you and Dr. Hojo were taking your breaks at Costa del Sol at the same time. You deserve a real vacation, so here is your permit. Please try to make it count this time.

Mission Success
★ **Reward:** Mythril
★ **Unlocks:** Mission 10-4-3

ENEMIES

Enemy Name	HP	Page No.
Sea Worm	3552	234



STRATAGEM
It's time to fight 100 Sea Worms! These foes will slither around the beach in groups of six or more and, although they use their web-like spit to halt Zack in his tracks, he can eradicate them rather painlessly with Assault Twister+. Just get in between the Sea Worms and unleash this spinning attack to cut them down. The mission completion reward isn't the greatest, but Zack will earn a Potion or MAG mako stone with every attack!



10-4-3 IS IT A VACATION YET?

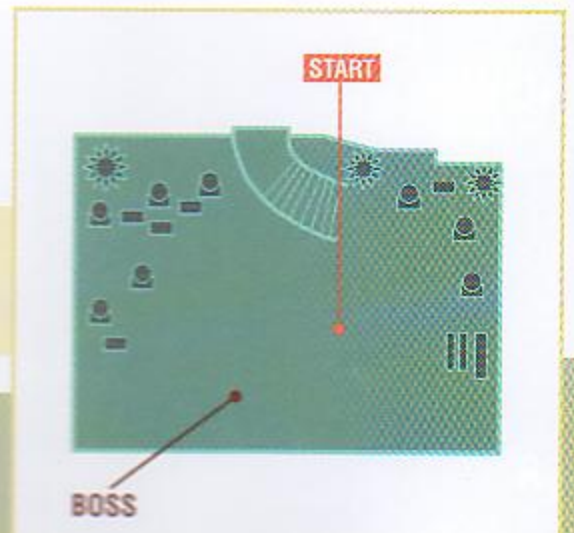
Availability: This mission unlocks after successful completion of Mission 10-4-2.

If word had come out that Costa del Sol had an abnormal growth in its sea worm population, it would have spelled the end for our prized resort. As a token of our appreciation for defending its image, here is a permit for one last vacation at Costa del Sol. But, we're sorry to say this is your last one...

Mission Success
★ **Reward:** Adamantite
★ **Unlocks:** N/A

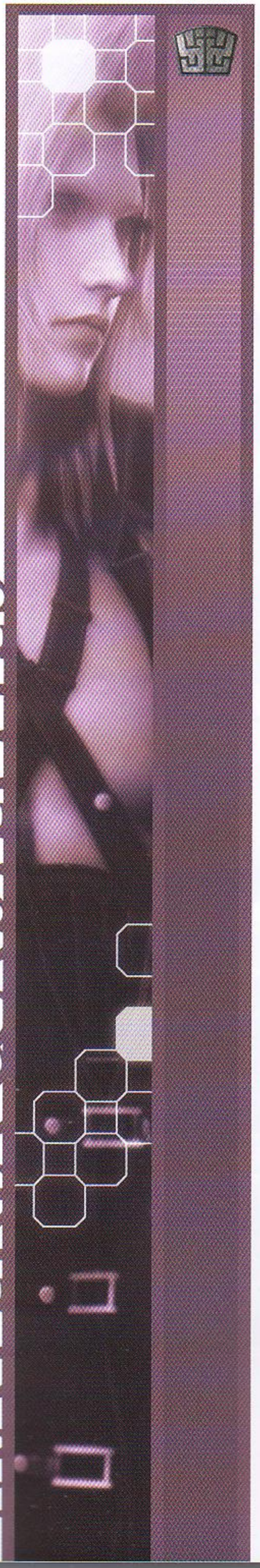
ENEMIES

Enemy Name	HP	Page No.
Sea Hulk	52800	247



STRATAGEM
Come prepared to this final mission with Hell Thundaga, lots of MP, and the Status Strike and Status Ward materia equipped. Guard against the Sea Hulk's powerful Gyro Tail attacks and cast Hell Thundaga continually until the battle ends.





MATERIA & ABILITIES

Zack is a tremendous warrior on his own, even without outside help. He's fit and agile thanks to Shinra training and his demanding physical fitness regime. Zack can innately dole out powerful physical attacks, use items to heal, and guard against or evade oncoming threats. His full potential, however, is realized through the use of materia. Manifested as small, crystal-like objects, materia are the conduit through which mako-infused SOLDIER operatives can harness the knowledge of the ancients. This allows the use of abilities beyond normal potential. By using materia, Zack can cast destructive and restorative magic, use superhuman attack skills, enhance his attributes, and unleash stunning Limit Breaks and summons via the DMW system.

BASIC ABILITIES

ATTACKING

Straightforward attacks with Zack's sword are done by selecting "Attack" at almost any time during combat. The Attack command becomes inaccessible when fighting a foe that is too far away to reach. Attacking causes Zack to charge the target and swing his sword. By pressing the X button repeatedly, Zack will swing three more times for a 4-hit combo. Each hit in the combo grows progressively stronger. Switching targets or pausing too long between attacks will interrupt the combo. Enemies can also knock Zack out of a combo if they cause him to stagger.

Ability	Cost	Power	Type	Calculation	Element	Status Effects	Attach	Critical	Stagger
1st Swing	-	16	Physical	ATK	-	-	0	0	2
2nd Swing	-	18	Physical	ATK	-	-	0	0	2
3rd Swing	-	20	Physical	ATK	-	-	0	0	2
4th Swing	-	22	Physical	ATK	-	-	0	0	3

Attacks can strike multiple enemies and attacks that strike an enemy in the back deal double damage as Critical Hits. Attacks can also cause enemies to stagger, interrupting their actions. This sometimes makes a quick offense the best defense, as enemies that are susceptible to stagger can be hacked into submission without getting a chance to act.

CRITICAL HITS

Normal attacks can register as Critical Hits. A Critical inflicts twice the damage of a non-Critical Hit while adding 1 to the attack's Stagger rating, making it easier to send the foe off balance. Hits that land from behind a foe will automatically be Critical, but hits from elsewhere can be Critical as well, with a little luck.

% Chance for Critical Hits: (Attacker's LCK – Target's LCK)/2.56%

STAGGER

A foe's strike can interrupt Zack's actions, causing him to stagger or fall down. Likewise, Zack can stun enemies with his own attacks. When an attacker hits a target, a simple formula determines the extent of the stagger. Subtract the Stagger rating of the action from the Stagger rating of the target, then consult the following table. Zack's own Stagger rating is 5.

Target Stagger – Action Stagger	Effect
1 or less	Heavy Stagger
3-3	Light Stagger
4-5	Brief Stun
6 or greater	No effect



ATTACKING WITH ELEMENTAL PROPERTIES & STATUS EFFECTS

As the previous table indicates (see "Attacking" section), normal sword swings do not innately have elemental properties or status effects. The column labeled "Attach" becomes important here. This field indicates whether this action can be made to have elemental or status properties through certain items or materia. For example, equipping the System Shock accessory will add the Stop status effect to normal swings. Similar effects can be accomplished with the proper materia combinations. For example, using Status Strike while equipped with other materia that have status effect properties (such as Poison, Silence, or any of the "Dark" or "Hell" elemental materia) will cause normal swings to take on those properties as well. Attaching status effects and elemental properties to normal swings is a great way to make them more potent.

Elemental Resistance

The three elements that influence damage are Fire, Ice, and Thunder. By equipping materia like Elemental Ward and accessories like Dragon Armlet, you can change the properties for doling out or resisting elemental attacks. The important thing to remember is that the benefit of the doubt goes to the player; the most beneficial effect always takes precedence. If while struck by fire, Zack is wearing both an accessory that half resists Fire and one that absorbs it, the Fire attack will be absorbed.

Resistance Priority When Being Hit

Absorb > Half Absorb > Null > Half Damage > Slight Resistance > No Resistance

Attaching elements to attacks also works in the player's favor. Let's say you have both fire and ice elements attached to a weapon (whether through use of Fire- and Ice-related materia and Elemental Strike, or through items like the Fire Ring) and you strike a bomb-type enemy. In this case, while bombs absorb fire, they are weak to ice. The strike against the bomb will count as ice element, dealing double damage.

Resistance Priority When Striking Enemies

Weak > No Resistance > Half Damage > Null > Absorb

ATTACK SKILLS

Certain attack commands (usable by equipping the correct materia) share properties with normal attacks. These skills are also capable of the 4-hit combo and can even be included within the same string by switching skills while continuing to attack. These skills offer useful benefits and power over normal attacks at the cost of AP when used. You can completely replace normal attacks with your favorite(s) of these skills when wearing an accessory that reduces AP cost to 0 (Laurel Crown, Dark Agent, Genji Helm).

Poison Blade: May Poison target

Silence Blade: May Silence target

Dispel Blade: Removes beneficial status effects from target

Drain Blade: Absorbs HP from target

Osmose Blade: Absorbs MP from target

ITEMS

The Item command is always available. This command allows for the use of the following items while in or out of combat:

Potion: Restores 31.25% of max HP

Hi-Potion: Restores 62.5% of max HP

X-Potion: Restores 100% of max HP

Ether: Restores 50% of max MP

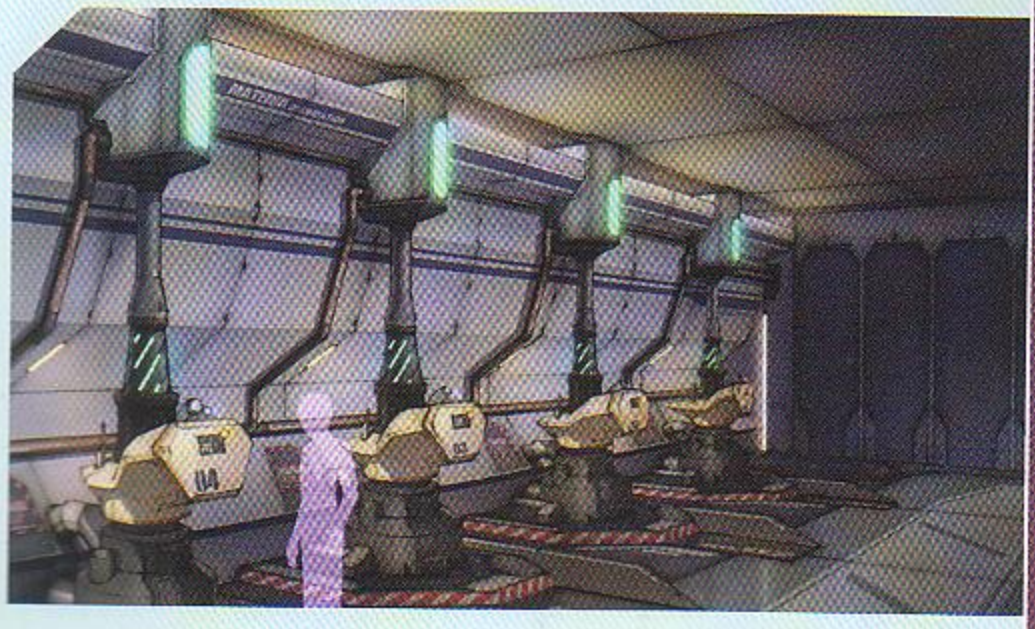
Soma: Restores 50% of max AP

Remedy: Removes negative status effects

Elixir: Restores 100% of HP, MP, and AP while removing negative status effects

Phoenix Down: Grants Raise status

Items take effect quickly, allowing you to use the Item command as a primary curing tool if desired. If heavy healing is needed, use Potions one after another between enemy attack turns because of their efficiency and accessibility (Potions cost 50 gil each at the Shinra Building Shop). Their effects, along with those of other restorative items, can be enhanced with the Smart Consumer materia. The Doc's Code accessory will cause Zack to use a Potion automatically anytime his HP drops below one-fourth of maximum.



DODGING

To perform a dodge, press the Square button to throw Zack into a forward roll that consumes 1 AP. During this roll, Zack is completely invincible against most attacks. It's possible to avoid Ultima with a well-timed dodge. Try to roll at right angles to your foe when dodging. That way, the attack may miss even without the proper timing.

Dodge Canceling

Dodging can also be used to interrupt actions, allowing Zack to alter his course of action or cut short his recovery. Normally, once you issue a command, it will finish. To interrupt one of Zack's attacks, dodging is the only way to do so. Additionally, dodging can be useful for shortening the long recovery period that follows some spells and attack skills. When using strong attack skills like Death Blade or Magical Punch, it's useful to cancel them with a dodge just after they hit, leaving Zack less vulnerable. Note that Zack cannot dodge while being hit if he has Endure status active.

GUARDING

If an attack is inevitable, it is often in your best interest to simply guard. Guarding is accomplished by pressing and holding the Triangle button during combat. It costs 1 AP for every 1.1 seconds spent in a guard stance, but all attacks received while guarding will only deal one-eighth of their normal damage! Guarding will also prevent Zack from staggering. Beware, though, that Zack cannot guard against the following threats:

- ***Attacks from Behind:*** *Whether guarding or not, getting hit in the back will result in a Critical against Zack.*
- ***Fixed & Proportional Damage Attacks:*** *Attacks that always deal the same amount of damage (such as the 1000 Needles attack) and attacks that deal proportional damage (like Gravity) cannot be guarded against.*
- ***Attacks Featuring a Cutscene:*** *Neither guarding nor dodging protects against enemy attacks accompanied by a cutscene. Barrier & MBarrier, along with high VIT and SPR attributes, are Zack's best defense here.*

Who Needs Defense?

When equipped, the Dash materia replaces the Triangle button guard command. Zack runs at double his normal speed as long as the Triangle button is held down. While he obviously loses the ability to guard while equipped with the Dash materia, Zack's tremendous speed makes it easier to avoid most attacks. AP is consumed at a rate of 1 AP per 0.3 seconds spent dashing.

SKILLS & MAGIC

By using materia, skills and magic beyond Zack's normal abilities become available.

- ***Magic:*** *Zack can learn to cast many different spells. Some are directly offensive, while others improve Zack's defense. Spells consume MP when cast and cannot be used while Silenced. Spells have unlimited range on the battlefield.*
- ***Skills:*** *Various combat skills expand upon the standard swing or offer unique abilities. Skills require AP to use and are unaffected by Silence. Most skills require that Zack close the distance between himself and the enemy.*

MATERIA

There are several types of materia in the game:

- ***Offensive Magic:*** *Damaging offensive spells and debilitating weakening effects. Includes spells like Thundaga, Quake, and Death.*
- ***Restorative Magic:*** *Curative spells that restore HP and status. Includes spells like Cure, Esuna, and Dispel.*
- ***Defensive Magic:*** *Protective spells that provide a shield from damage. Includes spells like Barrier and Wall.*
- ***Offensive Skills:*** *Sword- and fist-related skills primarily designed to damage the enemy. Includes commands like Blast Wave, Dispel Blade, and Costly Punch.*
- ***Item-related:*** *Unique skills aimed at wallets, whether it's the enemy's or yours. Includes Steal, Mug, and Gil Toss.*
- ***Attribute Support:*** *Materia that raise Zack's attributes or grant him new abilities. Includes materia like HP Up and Dualcast.*
- ***DMW:*** *Materia that increase the likelihood that certain Limit Breaks or summons appear during a Power Surge. Examples include Octaslash and Chocobo Stomp.*
- ***Support:*** *Materia that serve primarily to attach effects and can have varying effects depending on what other materia are equipped. Includes materia like Status Ward and Elemental Strike.*
- ***Consume SP:*** *These special materia provide considerable bonuses, increasing offense and defense by as much as double. Their effect comes with a heavy price—large amounts of SP are burned each time these materia have an effect. Includes materia like SP Turbo Magic and SP Barrier.*

OBTAINING MATERIA

Materia are obtained in various ways. Many are available for sale in shops; however, you can acquire others by defeating foes or stealing them during combat. Others are awarded for successfully completing mini-games or missions. Still more are found as treasure during missions or the main quest.

Materia can be fused together, potentially creating a stronger materia. Keep an eye on your materia inventory. Although it can hold 256 materia, if it fills up any new materia will be lost. Take care of any unwanted stores of materia by using them in Materia Fusion or SP Conversion

SP Conversion

The ability to use materia in Materia Fusion and SP Conversion is earned near the beginning of Chapter 3. SP Conversion enables you to cannibalize unwanted materia into SP. SP, which is earned by defeating enemies, is used during Materia Fusion. High-level and rarer materia will net more in SP Conversion than common or low-level materia. SP Conversion is extremely useful for keeping your inventory clear and producing SP for fusions.

EQUIPPING MATERIA

At the start of the game, Zack has four slots for equipping materia. Near the beginning of Chapter 3, though, this total expands to six. With six available slots, there is plenty of room to build a balanced arsenal. You don't need five or six attacks; instead, pick two or three attacks to build around, then fill out remaining slots with defensive and support materia.

USING MATERIA

If a materia grants a spell or ability, then that spell or ability will appear on the action bar during combat. Some materia are passive, boosting an attribute or supporting other materia. The following materia are usable outside of combat: Cure, Cura, Curaga, Full Cure, and Esuna.

LEVELING UP MATERIA

When two numbers between one and six match on the DMW during a Power Surge, the materia in that slot will gain one level. If all three numbers are the same, the materia in that slot will level up twice. Materia will also gain levels during a Moogle Power summon. The number of levels gained equals the level of the summon.

Materia get stronger as they gain levels. Along with a potential attribute bonus, any ability attached to the materia will grow more powerful. Materia level is one of the most important parts of the game's damage calculations, as it is the last factor that is applied.

Determining Materia Level Damage Multiplier: (Growth x Materia Level + 128) / 128

Growth is listed for each ability in the tables that appear later in this chapter. Even looking at Fire, the most basic attack spell, it's easy to see the effect. Fire has a power growth of 14. Applied to this formula, you can determine that the difference between a lv.1 Fire materia and a Mastered one is a damage multiplier of either 1.10 or 1.54! The Mastered materia will do considerably more damage.

MATERIA FUSION

Near the beginning of Chapter 3, Materia Fusion becomes an option on the Main menu. With Materia Fusion, you can combine two materia. The correct combination can enhance Zack's abilities and attributes or grant him new ones. To get the most out of Materia Fusion, it's important to understand materia class and rank, how they lead to fusion class and rank, and how that leads to the final result.

Class	Materia (Rank)
Fire	Fire (1), Fira (3), Firaga (5)
Ice	Blizzard (1), Blizzara (3), Blizzaga (5)
Thunder	Thunder (1), Thundara (3), Thundaga (5)
Heal	Cure (1), Cura (2), Curaga (4), Full Cure (6), Regen (3)
Defense	Barrier (2), MBarrier (3), Wall (7), Elemental Ward (5)
Status Defense	Esuna (1), Dispel (2), Status Ward (4)
Drain Magic	Drain (2), Drainra (5), Drainga (7), Osmose (3), Osmoga (6)
Status Magic	Poison (2), Silence (2), Stop (4), Death (5)
Status Fire	Dark Fire (1), Dark Fira (3), Dark Firaga (5), Hell Firaga (7)
Status Ice	Dark Blizzard (1), Dark Blizzara (3), Dark Blizzaga (5), Hell Blizzaga (7)
Status Thunder	Dark Thunder (1), Dark Thundara (3), Dark Thundaga (5), Hell Thundaga (7)
Gravity	Gravity (2), Graviga 2 (4), Quake (7), Darkness (6)
Ultimate	Tri-Thundaga (3), Tri-Fire (4), Electrocute (5), Flare (6), Energy (7), Ultima (8)
Speed Sword	Jump (1), High Jump (5), Assault Twister (3), Assault Twister+ (7)
Status Speed Sword	Poison Aerial (3), Silence Aerial (5), Death Jump (6), Poison Twister (2), Stop Twister (4), Death Twister (7), Status Strike (8)
Sword Skill	Power Attack (1), Vital Slash (3), Exploder Blade (6), Blast Wave (5), Elemental Strike (7)
Status Sword Skill	Poison Blade (1), Silence Blade (2), Stop Blade (4), Death Blade (5), Dispel Blade (7)
Fire Sword	Fire Blade (1), Fira Blade (3), Firaga Blade (5)
Ice Sword	Blizzard Blade (1), Blizzara Blade (3), Blizzaga Blade (5)
Thunder Sword	Thunder Blade (1), Thundara Blade (3), Thundaga Blade (5)
Drain Sword	Drain Blade (2), Power Drain (5), Aerial Drain (8), Osmose Blade (3), Power Osmose (6)
Item	Steal (2), Mug (6), Gil Toss (8), Smart Consumer (4)
Punch	Goblin Punch (1), Iron Fist (2), Magical Punch (4), Hammer Punch (6), Costly Punch (8)
HP	HP Up (1), HP Up+ (3), HP Up++ (5)
MP	MP Up (1), MP Up+ (3), MP Up++ (5)
AP	AP Up (1), AP Up+ (3), AP Up++ (5)
ATK	ATK Up (1), ATK Up+ (3), ATK Up++ (5)
VIT	VIT Up (1), VIT Up+ (3), VIT Up++ (5)
MAG	MAG Up (1), MAG Up+ (3), MAG Up++ (5)
SPR	SPR Up (1), SPR Up+ (3), SPR Up++ (5)
SP Turbo	SP Turbo Magic (4), SP Turbo Attack (5), SP Turbo (6), SP Barrier (7), SP Master (8)
Other	Libra (1), Dash (3), Dualcast (8), any DMW Materia (8)



MATERIA RANK

Each materia has a rank ranging from 1 to 8. This number indicates how influential the materia will be during the fusion process. This number does not have importance outside of Materia Fusion.

DETERMINING FUSION RESULTS: FUSION RANK

In any pairing of materia, one materia will serve as the base. The base materia exerts more influence over the fusion result than the other materia. To determine the overall fusion rank, you must first determine the base materia.

- *The higher-ranked materia of the two is normally the base.*
- *If both materia have the same rank, the one with the highest level serves as the base.*
- *If levels and ranks are identical, the materia selected in the first slot will serve as the base.*

After determining the base, you can determine the fusion rank. Note the classes of the base and non-base materia.

- *If neither materia in the fusion is Master-level, the fusion rank is the same as the rank of the base materia.*
- *If one materia is Mastered, add +1 to the fusion rank. If both are involved, add +2.*
- *Most items have a rank. When including items in Materia Fusion, item rank can take precedence over the ranks of either materia if it's larger. If the item rank is higher than the materia ranks, you can increase the fusion rank by 1 for each item used, up to the rank of the item itself.*

With the base materia and the fusion rank determined, it's time to determine the fusion class (see the next section).

MATERIA CLASS

Materia are grouped into 32 different classes. These groups tend to have similar effects or traits and have no importance outside of Materia Fusion. Within it, though, they help dictate fusion results.

DETERMINING FUSION RESULTS: FUSION CLASS

On the foldout included with this guide, there is a Materia Fusion primer that includes several large tables that determine the product of fusion. Locate the Fusion Class table, which lists every possible base/non-base materia class relationship. Find your base materia's class along the row header on the left side of the table. Next, find the class of your non-base materia in the column header at the top of this table. The place in the table where the two intersect represents the fusion class.

DETERMINING FUSION RESULTS: THE FINALE

Locate the table under the header "Fusion Rank & Result" on the included foldout. Find your fusion rank along the row header and your fusion class along the column header. Where they meet on the table is the materia you'll receive! You'll be presented with the final SP cost and prompted to confirm any fusion before it occurs, allowing risk-free experimentation even without the foldout tables handy.

FUSION & ATTRIBUTE BONUSES

Zack's base attributes (ATK, VIT, MAG, and so on) are the most important factor in the game's calculations for damage and defense. It's interesting, then, that his attributes don't really increase that significantly by wearing equipment or leveling up. Although many pieces of equipment boost attributes, only a few boost attributes in a meaningful way. The biggest potential for attribute growth for most of the game lies with using Materia Fusion to create and pass on bonuses.

FUSING WITH ITEMS

Received after completing Mission 7-2-1 (available during Chapter 5), the Item Fusion Tome enables you to include items in Materia Fusion. Using items in fusion can help create materia of a desired rank or attribute bonus.

- ***Increasing Fusion Rank with Items:*** *If the included item has a rank that surpasses the ranks of both materia, the overall fusion rank can be increased by 1 for every extra item used, up to the rank of the item itself. A +1 is still added to the fusion rank for each materia in the fusion that is Mastered, although their ranks were surpassed.*
- ***Increasing Attribute Bonuses with Items:*** *Including items in fusion that share the same attribute bonus with at least one of the included materia can help boost the attribute bonus of the finished product. Some items can increase a bonus by 1 for every extra item included, whereas others require two or more items per increase. The amount required of any given item to grant another +1 to an attribute indicates the bonus that item can ultimately grant.*

#	Example	Bonus Limit
1	Hero Drink	+100
2	Rune Armlet	+100
3	Luck Stone	+66
5	VIT Mako Stone	+40

#	Example	Bonus Limit
8	Titanium Bangle	+25
10	Ether	+20
20	Potion	+10
99	Tissue	+2

items required in fusion for +1 (or +10%) to an attribute and the item's overall bonus limit.

From the previous table, you can see that any item that requires a quantity of 10 items per each +1 bonus will not help grant a bonus of more than +20 to a materia. On the other hand, items that require an increase of only 1 or 2 per +1 attribute increase can help take a materia to a bonus of +100. The ranks of each item, as well as the quantity required to boost an attribute and the attribute boosted, are all listed in the "Accessories & Items" chapter.

PASSING ON ATTRIBUTES

Not all materia share the same attribute bonuses. As was the case with base and non-base materia, there will be a stronger attribute and a lesser one. When materia are combined, there are a few guidelines that determine which attribute bonus is passed forward. When contrasting HP/MP/AP attributes (which are measured in percentages) to ATK/VIT/MAG/SPR/LCK, reduce HP/MP/AP totals to one-tenth (in other words, 10% HP = 1 ATK, and vice versa). While these guidelines will indicate which attribute is dominant and will carry forward, the actual formula for determining the size of the final bonus is:

[Larger Attribute] + ([Lesser Attribute]/2) + [Bonus from items, if any]

Finally, remember that if a materia is created through fusion with a bonus different than its normal one, that materia's bonus will no longer increase as the materia levels up.

If any top-quality, fusion-specific items are used, the attribute bonus of the final materia will match the bonus of the item. These items are:

Name	# Required/Attribute Boosted
Hero Drink	1 per ATK+1
Adamantite	1 per VIT+1
Dark Matter	1 per MAG+1
Gysahl Greens	1 per LCK+1
Mog's Amulet	1 per LCK+1
Fat Chocobo Feather	1 per HP+10%
Lunar Harp	1 per MP+10%
Zeio Nut	1 per AP+10%

Example 1

Slot 1	Slot 2	Item Slot	Result
Master Graviga, MAG+40	lv.1 Assault Twister	Hero Drink x5	lv.1 Blast Wave, ATK+45

When fusing without any of those items and using two materia with unequal bonuses, the larger bonus prevails and is passed forward. The lesser bonus is divided by two, rounded down, and added to the bonus of the fused, final materia. Bonuses from items, if any, are then added, producing the final total.

Example 2

Slot 1	Slot 2	Item Slot	Result
lv.1 Mug, AP+20%	lv.1 HP Up, HP+560%	Carbon Bangle x3	Mug, HP+580%

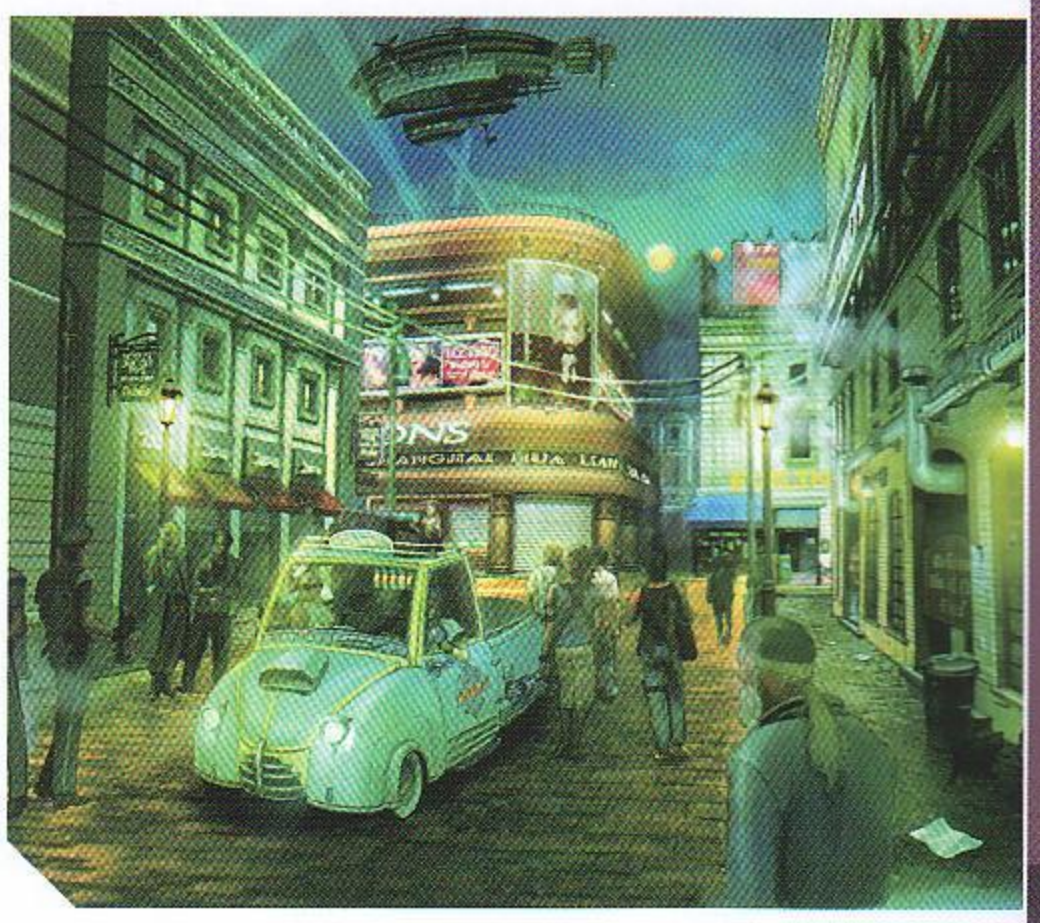
When fusing without any of these items using two materia with identical bonuses, the attribute bonus on the final materia will match its default bonus (listed in each materia's entry in this chapter).

Example 3

Slot 1	Slot 2	Item Slot	Result
Master Wall, MAG+60	Master Zantetsuken, MAG+60	-	Master Wall, SPR+90

The Blue-Purple Support Exception

While other materia can have their default attributes replaced, the materia built specifically for stat increases cannot. ATK Up, for example, cannot be made to have an attribute bonus besides ATK. Because attribute-focused materia will never have their traits overpowered, they can be useful for building large stats easier than with normal magic or command materia. The large bonus can then be passed along to the materia of your choice, once constructed.



The Purple Support Exception

Only a few materia cannot be created via fusion: Full Cure, Dualcast, Dash, and any DMW-influencing materia (Healing Wave, Air Strike, and so on). Interestingly, Dualcast and DMW materia have a rank of 8 and are available in shops! Normally, a materia with such a high rank would completely overpower its partner's class in fusion. These materia, however, cannot be the result of fusion, so they will only guarantee that a max rank materia in the other materia's class will be created! Once you have access to Research Dept. QMC+, Junon Souvenirs, Bone Village Commerce, or Network Shop Shade, use this to your advantage to create the best materia in any class!

CREATING POWERFUL MATERIA

To hit the 255 max in any attribute (or +999% for HP/MP/AP), you must make materia with bonuses approaching +100. This can seem like a daunting task at first, especially when materia have single-digit bonuses, but it can be done with some knowledge and a lot of SP.

EARNING SP

Materia Fusion consumes lots of SP, especially as the bonuses created grow larger. If you just use fusion on occasion, you likely won't have to worry about SP. As you push toward the upper end of mission content, however, fusion will become a requirement. If you're in need of SP, here are a few tips to follow:

Avoid using any of the SP Turbo class materia. They consume SP at a staggering rate.

Master materia like Electrocute and Flare and SP convert them. Materia like Status Ward also convert well when Mastered, thanks to the large attribute bonus they develop.

One enemy type is especially useful—the Mover. Mover-type enemies are groups of three animated orange orbs. Mission 6-6-3 has the Mover EX, which is worth 8000 SP. Steal Flare materia off them and convert them for 10540 SP a pop! Also, check out Mission 9-5-3 and fight another Mover type, Three Stars. These foes are worth 20000 SP each!

When fighting mixed groups of Movers and non-Movers, save the Mover-type foes for last and avoid getting hit. The amount of SP you gain per kill is multiplied by the number of kills you've achieved without getting hit. Thus, in a group of five enemies, if you save a Three Stars for last and kill all enemies without getting hit, the Three Stars will be worth *100,000* SP!

FARM FUSION ITEMS

Using mass amounts of attribute-boosting items in fusion is a great way to receive large bonuses. By playing the main quest and a fair number of missions, you can stockpile dozens of useful items. Refer to the following table to seek out extra fusion items for specific attributes. Make sure you have Steal or Mug handy and remember that for the drops marked ★ (meaning rare), a Mog's Amulet guarantees rare steals/drops! A Jeweled Ring, which doubles the amount of drops received, is great to wear when farming as well.

Enemies & Attribute-Boosting Items

Attribute	Item	Enemy
HP	Fat Chocobo Feather	Jabberwock (★Drop, Steal x1-2), Humbaba (★Drop, Steal x2-3)
HP	Platinum Bangle	Vajradhara Asura (★Drop), G Equites (★Steal)
MP	Lunar Harp	G General (Drop), Lesser Demon (★Drop), Mover RE (★Steal)
MP	Mythril Armlet	Three Stars (Drop)
AP	Zeio Nut	G Renegade (★Steal), Dinornis (Steal), Diatryma (Steal), Experiment No. 117 (Steal), Killer Bee (Drop)
AP	Sky Chocobo Armlet	Dinornis (Drop), Diatryma (Drop), G Equites (Steal)
ATK	Hero Drink	Master Blade (★Drop, Steal x1-2), Iron Claw (★Steal)
ATK	Kaiser Knuckles	G Guardian (Drop), G Enforcer (Drop), Mako Ifrit (Steal), G Hetairos (★Steal)
VIT	Adamantite	Crazy Sword (★Drop), Scarlet Pick (Drop x1-2), Grandpanzer (Steal), Goliath (Drop x2-4, Steal)
VIT	Aegis Armlet	Diceratops (★Drop), Wyerd (Drop), Grand Horn (Drop x2)
MAG	Dark Matter	G Fine (Steal x1-2), Deathgaze (★Steal), Bat Eye (Drop), Lesser Worm (★Drop), Shadow Monk (Drop)
MAG	Royal Crown	Horned Devil (Drop, ★Steal), Belial (Drop x2)
SPR	Mythril	G Paladin (★Steal), G Purgatorio (★Drop, Steal x1-2), Holy Tonberry (Drop x1-2, Steal), Tycoon (★Drop), Gaea Malboro (Drop x1-2), Mover EX (Steal x2), G Hetairos (Drop)
SPR	Crystal Bracelet	Boundfat (★Steal), Gremlin (Steal), Imp (Steal x2), Lesser Demon (Steal x3)
LCK	Gysahl Greens	Kactaar (★Drop, Steal x1-2), Kactuare (★Drop)
LCK	Good-Luck Charm	Tonberry King (Steal x1-2)

SP Turbo Materia

This line of support materia consumes SP to drastically enhance combat effectiveness. SP Turbo Attack and SP Turbo Magic boost physical attacks and spells respectively, while SP Turbo boosts both. SP Barrier reduces damage taken, while SP Master performs all of these feats at once.

Materia Level	Damage dealt increase/Damage taken decrease
1	20%
2	40%
3	60%
4	80%
Master	100%

The boost is massive! These materia can double damage dealt and greatly reduce damage taken. The cost, however, is extreme. Huge amounts of SP disappear any time these materia provide their support.

SP Consumption Rate When Increasing Damage: [Materia Level] x 10 + [Zack's Level]

SP Consumption Rate When Reducing Damage: [Damage Reduced] x 10

Despite their obvious utility, the high cost of these materia means that it's best to use them sparingly. That way SP use can be monitored, rather than it draining away constantly.

FUSION WITH UNIQUE MISSION REWARDS

Certain missions reward success with unique materia—already Mastered—that have rather large bonuses. While these materia are useful on their own, they can also be used to get a jump-start on making another materia. Note that nearly half of these materia are DMW-oriented, meaning they can pass their bonuses to just about any class and attribute. Remember that using high-quality, fusion-specific items can change the final attribute in a fusion if the MAG bonuses on most of these materia are not your goal. These materia are unique, one-of-a-kind items; you can decide whether to collect them or cannibalize their stats into preferred abilities.

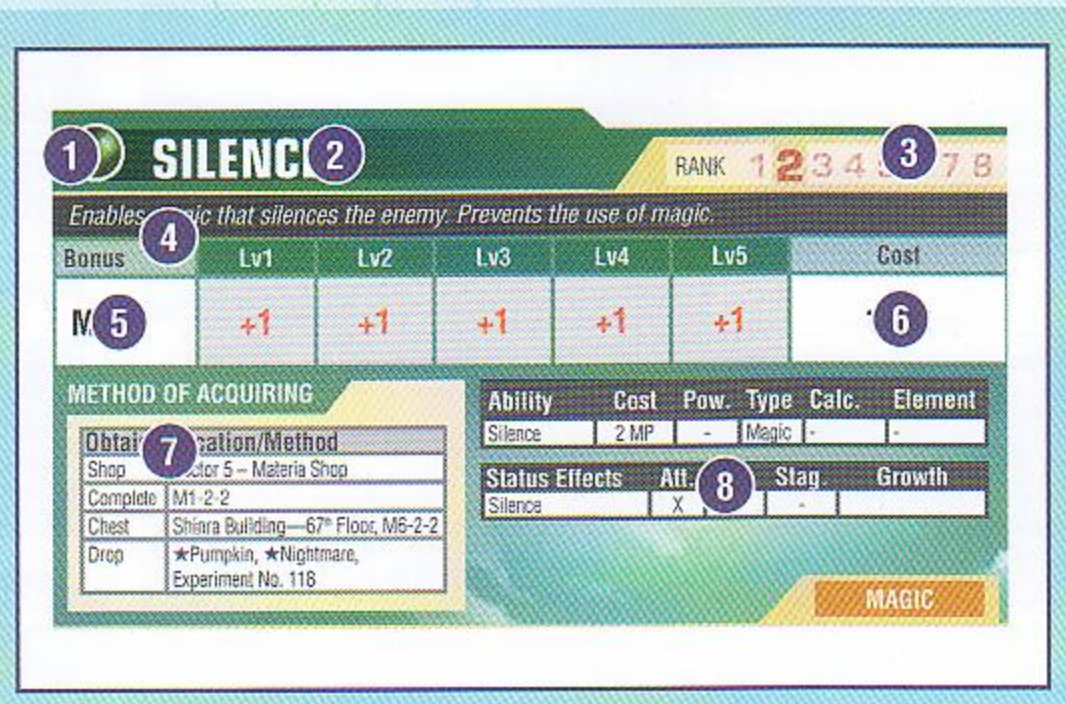
Unique Materia with Large Attribute Bonuses

Mission #	Materia	Attribute Bonus
2-5-1	Assault Twister	ATK +40
2-5-2	Hell Blizzaga	MAG +35
2-5-3	Wall	MAG +60
5-4-5	Quake	MAG +45
6-5-5	Drainga	HP +500%
6-5-6	High Jump	ATK +40
8-6-6	Stop Blade	ATK +60
9-3-3	Gravity	MAG +38
9-3-6	Flare	MAG +30
9-5-5	Hellfire	MAG +40
9-5-6	Megaflare	MAG +50
9-6-1	Zantetsuken	MAG +60
9-6-3	Rebirth Flame	MAG +80
9-6-4	Exaflare	MAG +100

A Vital Slash materia with ATK+15 can be obtained by completing the 5th wonder of Nibelheim during Chapter 9!

MATERIA & ABILITIES LIST





❶ **Color:** *The materia's color helps illustrate its purpose. Magic materia are variations of green, command materia are variations of yellow, independent materia are variations of purple, and support materia are variations of blue.*

❷ **Name:** *The materia's title matches in-game descriptions and references throughout this guide.*

❸ **Class & Rank:** *Includes vital information for Materia Fusion; use this information to help determine what results will occur when materia are fused together.*

❹ **Description:** *Describes the effects a materia will have when used or equipped.*

❺ **Attribute Bonus:** *Materia offer various bonuses to attributes that will grow as a materia levels up. The bonus and its quantity for each level are listed here. Lv5 represents a Mastered materia.*

❻ **Cost:** *Lists the cost of a materia if it's available from a shop. You cannot sell materia.*

❼ **Acquisition:** *Describes how the materia is acquired. Rare drop and steal items are indicated by ★.*

❽ **Ability Breakdown:** *The ability (if present) granted by the materia.*

Cost: *Quantity of MP, AP, or HP expended when using the ability*

Power: *The ability's base power rating. Used in damage calculations.*

Type: *Attacks and abilities are (with few exceptions) either physical or magical damage. Physical damage factors in the attacker's ATK versus the target's VIT, whereas magical damage factors in the attacker's MAG against the target's SPR.*

Calculation: *Indicates which formula is used to determine ability damage.*

Element: *Indicates whether an ability has an elemental property innately attached to it.*

Status Effects: *Indicates the chance an ability has to produce status effects. The accuracy rating of an ability is listed first before the duration (if applicable) in parentheses.*

Attach: *Indicates whether an ability will carry forward status and elemental properties from other materia and equipment.*

Critical: *Indicates whether or not an ability can cause a Critical Hit. These types of hits deal double damage.*

Stagger: *The ability's Stagger rating. Used in a formula to determine how much stun an ability can cause.*

Growth: *Indicates how much more powerful the ability becomes in each level. Used in damage and status effect calculations. Power indicates increase in attack power; effect indicates increase in status accuracy; duration indicates the increase (in seconds) of status effect duration.*

MAGIC MATERIA

FIRE — RANK 1 2 3 4 5 6 7 8

Enables fire-based attack spells. Throws one fireball at the target.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	0	+1	0	0	+1	1000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Research Dept. QMC
Complete	M5-1-1 (Lv2, MAG+3)
Chest	M9-3-4, Shinra Building—67th Floor
Drop	★Wutai Staff Sergeant, ★Remedy Bomb, ★Balo Balo, Sumbha, ★Hedgehog Pie, Trap, ★Remedy Bomb, ★Touchy Bomb, ★Gray Bomb
Steal	Balo Balo, ★Foulander, Bandersnatch
Other	Chapter 5 minigame

Ability	Cost	Pow.	Type	Calc.	Element
Fire	6 MP	9	Magic	MAG 2	Fire

Stat. Eff.	Att.	Crit.	Stag.	Growth
-	X	X	2	14 Power

FIRE

BLIZZARD — RANK 1 2 3 4 5 6 7 8

Enables ice-based attack spells. A small block of ice materializes above the target, then falls onto it. Can miss if the target moves.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	0	+1	0	0	+1	1000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Research Dept. QMC
Chest	Shinra Building—67th Floor, M7-2-1, M10-2-1
Drop	★Wutai Corporal, ★G Diver, ★Grenade
Steal	★A-Sahagin, Sahagin
Other	Chapter 5 minigame

Ability	Cost	Pow.	Type	Calc.	Element
Blizzard	6 MP	11	Magic	MAG 2	Ice

Status Effects	Att.	Crit.	Stag.	Growth
Stun 30(3)	X	X	2	14 Power, 1 Duration

ICE

THUNDER

RANK 1 2 3 4 5 6 7 8

Enables lightning-based attack spells. Hurls one thunderbolt at the target. Can strike multiple targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	0	+1	0	0	+1	1000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Research Dept. QMC
Complete	M8-1-2 (Lv2, MAG+3)
Chest	Shinra Building—67th Floor, M4-1-4
Drop	★Wutai Sergeant Major, ★Raijincho, Needle Kiss, Thunderbird
Steal	★Raijincho, Needle Kiss
Other	Chapter 2—Zack's supply pod, Chapter 5 minigame

Ability	Cost	Pow.	Type	Calc.	Element
Thunder	6 MP	9	Magic	MAG 2	Lightning

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	2	14 Power

THUNDER

FIRA

RANK 1 2 3 4 5 6 7 8

Enables fire-based attack spells. Throws two homing fireballs at the target. Can strike multiple targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	0	+1	0	+1	3000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	The Happy Turtle
Chest	M6-1-5, M6-2-4, M8-2-6
Drop	★Bajang, Sumbha, Brahala, ★Mine
Steal	Bajang
Other	Chapter 5, Zack's supply pod

Ability	Cost	Pow.	Type	Calc.	Element
Fira	14 MP	10	Magic	MAG 2	Fire

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	2	20 Power

FIRE

BLIZZARA

RANK 1 2 3 4 5 6 7 8

Enables ice-based attack spells. A large block of ice materializes above the target, then falls onto it. Can strike multiple targets and can miss if the target moves.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	0	+1	0	+1	3000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	The Happy Turtle
Chest	Modeoheim, M7-1-5, M7-1-6, M9-3-4
Drop	★G Marine, Water Warrior, Experiment No. 112, Grenade

Ability	Cost	Pow.	Type	Calc.	Element
Blizzara	14 MP	17	Magic	MAG 2	Ice

Status Effects	Att.	Crit.	Stag.	Growth
Stun 40(5)	X	X	2	20 Power, 2 Duration

ICE

THUNDARA

RANK 1 2 3 4 5 6 7 8

Enables lightning-based attack spells. Hurls a large thunderbolt at the target. Can strike multiple targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	0	+1	0	+1	3000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	The Happy Turtle
Chest	M3-2-3, M7-2-3
Drop	★Needle Kiss

Ability	Cost	Pow.	Type	Calc.	Element
Thundara	14 MP	14	Magic	MAG 2	Thunder

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	2	20 Power

THUNDER

FIRAGA

RANK 1 2 3 4 5 6 7 8

Enables fire-based attack spells. Throws three large homing fireballs at the target. Can strike multiple targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	0	+1	+1	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Research Dept. QMC+
Complete	M5-2-2
Chest	Shinra Manor—2nd Floor, M8-4-5
Drop	★Sumbha, ★Brahala, ★Nisumbha, ★Wutai War Chief, ★Nandi, ★Lalure Dano, ★Red Cap, ★Balloon
Steal	★Grenade, ★Balloon, ★Mine

Ability	Cost	Pow.	Type	Calc.	Element
Firaga	32 MP	11	Magic	MAG 2	Fire

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	3	22 Power

FIRE

BLIZZAGA

RANK 1 2 3 4 5 6 7 8

Enables ice-based attack spells. A huge block of ice materializes above the target, then falls onto it. Can strike multiple targets and can miss if the target moves.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	0	+1	+1	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Research Dept. QMC+
Chest	M1-3-3, M8-5-2
Drop	★Water Warrior, Sahagin Chief, ★Experiment No. 112, Sahagin Prince, King Sahagin

Ability	Cost	Pow.	Type	Calc.	Element
Blizzaga	32 MP	26	Magic	MAG 2	Ice

Status Effects	Att.	Crit.	Stag.	Growth
Stun 50(7)	X	X	3	22 Power, 3 Duration

ICE

THUNDAGA

RANK 1 2 3 4 5 6 7 8

Enables lightning-based attack spells. Hurls a huge thunderbolt at the target. Can strike multiple targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	0	+1	+1	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Research Dept. QMC+
Complete	M1-3-3
Drop	★Thunderbird, Bahamut Fury
Steal	★Thunderbird

Ability	Cost	Pow.	Type	Calc.	Element
Thundaga	32 MP	22	Magic	MAG 2	Thunder

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	3	22 Power

THUNDER

CURE

RANK 1 2 3 4 5 6 7 8

Enables magic that restores HP. Light healing based on MAG.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	+1	0	0	+1	+1	1000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Research Dept. QMC
Chest	Shinra Building—67th Floor
Drop	★Mandragora
Steal	★Bat Eye, ★Ahriman

Ability	Cost	Pow.	Type	Calc.	Element
Cure	4 MP	7	Magic	MAG 3	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	-	20 Power

HEAL

CURA

RANK 1 2 3 4 5 6 7 8

Enables magic that restores HP. Moderate healing based on MAG.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	+1	+1	0	0	+1	3000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	The Happy Turtle
Complete	M1-3-2
Drop	★Wutai Captain, ★Razor Weed
Steal	★Evil Eye, ★Mandragora

Ability	Cost	Pow.	Type	Calc.	Element
Cura	10 MP	16	Magic	MAG 3	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	-	20 Power

HEAL

CURAGA

RANK 1 2 3 4 5 6 7 8

Enables magic that restores HP. Heavy healing based on MAG.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	+1	0	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M5-2-1
Chest	M1-3-6, M6-6-5, M8-5-1, M9-4-5
Drop	★Wutai Imperial Guard, ★Green Grass, ★Mandrake
Steal	Angra Mainyu, ★Razor Weed

Ability	Cost	Pow.	Type	Calc.	Element
Curaga	26 MP	34	Magic	MAG 3	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	-	20 Power

HEAL



FULL CURE

RANK 1 2 3 4 5 **6** 7 8

Enables magic that restores HP. Restores all HP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Drop	★M7-6-6 Magic Pot
Steal	★Magic Pot, ★Goliath

Ability	Cost	Pow.	Type	Calc.	Element
Full Cure	64 MP	-	Magic	-	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	-	-

HEAL

REGEN

RANK 1 2 **3** 4 5 6 7 8

Enables magic that gradually restores HP. Every four seconds for 60 seconds total, one-sixteenth of total maximum HP is restored.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	+1	0	+1	0	+1	5000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	The Happy Turtle
Complete	M8-1-5
Chest	M4-5-2
Steal	★Green Grass, ★Mandrake

Ability	Cost	Pow.	Type	Calc.	Element
Regen	7 MP	-	Magic	-	-

Status Effects	Att.	Crit.	Stag.	Growth
Regen (60)	X	X	-	10 Duration

HEAL

ESUNA

RANK **1** 2 3 4 5 6 7 8

Enables magic that heals status ailments. Removes Poison and Curse.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	0	+1	0	+1	+1	3000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Research Dept. QMC
Chest	M3-1-6, M8-2-6
Steal	Mandragora, Razor Weed, Green Grass, Mandrake

Ability	Cost	Pow.	Type	Calc.	Element
Esuna	12 MP	-	Magic	-	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	-	-

DEFENSE

DISPEL

RANK 1 **2** 3 4 5 6 7 8

Enables magic that nulls enemy magic. Removes beneficial status effects from the target.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	0	+1	+1	+1	+1	5000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	The Happy Turtle
Chest	Bathhouse, M6-3-1

Ability	Cost	Pow.	Type	Calc.	Element
Dispel	10 MP	-	Magic	-	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	-	-

DEFENSE

BARRIER

RANK 1 **2** 3 4 5 6 7 8

Enables magic that reduces physical damage received. Reduces physical damage taken by half for one minute.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	0	0	+1	0	+1	4000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	The Happy Turtle
Complete	M8-4-2
Chest	M4-1-5, M9-1-3, M9-1-5
Steal	Chive

Ability	Cost	Pow.	Type	Calc.	Element
Barrier	16 MP	-	Magic	-	-

Status Effects	Att.	Crit.	Stag.	Growth
Barrier (60)	X	X	-	10 Duration

DEFENSE

MBARRIER

RANK 1 2 **3** 4 5 6 7 8

Enables magic that reduces magic damage received. Reduces magic damage taken by half for one minute.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	0	0	+1	0	+1	4000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	The Happy Turtle
Complete	M8-4-1
Chest	M3-3-3, M9-1-2, M9-1-5
Drop	★Chive, Genesis

Ability	Cost	Pow.	Type	Calc.	Element
MBarrier	16 MP	-	Magic	-	-

Status Effects	Att.	Crit.	Stag.	Growth
MBarrier (60)	X	X	-	10 Duration

DEFENSE

WALL

RANK 1 2 3 4 5 6 **7** 8

Enables magic that reduces both physical and magic damage received. Reduces both physical and magic damage taken by half for one minute.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	0	+1	+1	0	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M3-5-3 (Mastered, +60 MAG), M5-2-4
Chest	M1-4-5, M4-5-1, M8-6-3
Steal	★Chive

Ability	Cost	Pow.	Type	Calc.	Element
Wall	42 MP	-	Magic	-	-

Status Effects	Att.	Crit.	Stag.	Growth
Barrier (60), MBarrier (60)	X	X	-	10 Duration

DEFENSE

DRAIN

RANK 1 **2** 3 4 5 6 7 8

Enables magic that steals HP from the enemy. Absorbs a small amount of HP from the target.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
HP	+10%	0	0	0	+10%	5000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Sector 6—Materia Shop
Complete	M5-1-4
Chest	Lower Junon—Level 6, M2-1-6
Steal	G Smasher

Ability	Cost	Pow.	Type	Calc.	Element
Drain	16 MP	2	Magic	MAG 2	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	1	16 Power

DRAIN MAGIC

DRAINRA

RANK 1 2 3 4 **5** 6 7 8

Enables magic that steals HP from the enemy. Absorbs a moderate amount of HP from the target.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
HP	+10%	+10%	0	0	+10%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M5-1-6
Chest	M8-4-4
Drop	Experiment No. 119
Steal	G Blader, Experiment No. 119

Ability	Cost	Pow.	Type	Calc.	Element
Drainra	30 MP	4	Magic	MAG 2	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	1	16 Power

DRAIN MAGIC

DRAINGA

RANK 1 2 3 4 5 6 **7** 8

Enables magic that steals HP from the enemy. Absorbs a heavy amount of HP from the target.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
HP	+10%	0	+10%	+10%	+10%	18000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Gongaga Trading
Complete	M1-4-2, M6-5-5 (Mastered, +500%HP)
Chest	M2-3-1, M8-5-3
Drop	★Experiment No. 119
Steal	★G Slayer, G Baldor, G Paladin, ★Experiment No. 119

Ability	Cost	Pow.	Type	Calc.	Element
Drainga	55 MP	6	Magic	MAG 2	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	1	16 Power

DRAIN MAGIC

OSMOSE

RANK 1 2 **3** 4 5 6 7 8

Enables magic that steals MP from the enemy. Absorbs some MP from the target.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+10%	0	0	0	+10%	4000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Sector 8—Materia Shop
Chest	M8-4-3
Steal	★G Blader, G Slayer

Ability	Cost	Pow.	Type	Calc.	Element
Osmose	-	1	Magic	MAG 2	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	1	16 Power

DRAIN MAGIC

OSMOGA

RANK 1 2 3 4 5 **6** 7 8

Enables magic that steals MP from the enemy. Absorbs a heavy amount of MP from the target.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+10%	0	+10%	+10%	+10%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M3-3-3
Chest	M9-1-5, M9-5-4, M9-6-1
Steal	★G Baldor

Ability	Cost	Pow.	Type	Calc.	Element
Osmoga	-	2	Magic	MAG 2	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	1	16 Power

DRAIN MAGIC

POISON

RANK 1 **2** 3 4 5 6 7 8

Enables magic that poisons the enemy. Deals damage equivalent to one-sixteenth of max HP every four seconds.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	1000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Sector 5 – Materia Shop
Complete	M2-1-1
Drop	Experiment No. 97, ★Dorky Face, Pumpkin

Ability	Cost	Pow.	Type	Calc.	Element
Poison	2 MP	-	Magic	-	-

Status Effects	Att.	Crit.	Stag.	Growth
Poison	X	X	-	

MAGIC

SILENCE

RANK 1 **2** 3 4 5 6 7 8

Enables magic that silences the enemy. Prevents the use of magic.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	1000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Sector 5 – Materia Shop
Complete	M1-2-2
Chest	Shinra Building—67th Floor, M6-2-2
Drop	★Pumpkin, ★Nightmare, Experiment No. 118

Ability	Cost	Pow.	Type	Calc.	Element
Silence	2 MP	-	Magic	-	-

Status Effects	Att.	Crit.	Stag.	Growth
Silence	X	X	-	

MAGIC

STOP

RANK 1 2 3 **4** 5 6 7 8

Enables magic that stops the enemy. Prevents all actions and stops the countdown timers for other status effects.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Chest	Modeo Ravine—North, M3-2-6, M8-4-3
Drop	★Jack o' Lantern

Ability	Cost	Pow.	Type	Calc.	Element
Stop	8 MP	-	Magic	-	-

Status Effects	Att.	Crit.	Stag.	Growth
Stop (6)	X	X	-	10 Duration

MAGIC

DEATH

RANK 1 2 3 4 **5** 6 7 8

Enables magic that defeats enemies with a single strike. If successful, target is defeated outright.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	0	0	0	0	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M4-3-5
Chest	Modeo Ravine—North, M7-4-1
Drop	★Experiment No. 118
Steal	★Pumpkin

Ability	Cost	Pow.	Type	Calc.	Element
Death	18 MP	-	Magic	-	-

Status Effects	Att.	Crit.	Stag.	Growth
Death	X	X	-	10 Effect

MAGIC

DARK FIRE

RANK **1** 2 3 4 5 6 7 8

Enables fire-based attack spells that cause status ailments. Identical to Fire but with Poison and Silence added.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	0	+1	0	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Other	Rank 1–2 Status Fire fusion

Ability	Cost	Pow.	Type	Calc.	Element
Dark Fire	8 MP	9	Magic	MAG 2	Fire

Status Effects	Att.	Crit.	Stag.	Growth
Poison 60, Silence 60	X	X	2	16 Power, 10 Effect

FIRE

DARK BLIZZARD

RANK **1** 2 3 4 5 6 7 8

Enables ice-based attack spells that cause status ailments. Identical to Blizzard but with Poison and Silence added.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	0	+1	0	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Other	Rank 1–2 Status Ice fusion

Ability	Cost	Pow.	Type	Calc.	Element
Dark Blizzard	8 MP	11	Magic	MAG 2	Ice

Status Effects	Att.	Crit.	Stag.	Growth
Poison 60, Silence 60, Stun 30(3)	X	X	2	16 Power, 10 Effect, 1 Duration

ICE

DARK THUNDER

RANK **1** 2 3 4 5 6 7 8

Enables lightning-based attack spells that cause status ailments. Identical to Thunder but with Poison and Silence added.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	0	+1	0	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Other	Rank 1–2 Status Thunder fusion

Ability	Cost	Pow.	Type	Calc.	Element
Dark Thunder	8 MP	9	Magic	MAG 2	Thunder

Status Effects	Att.	Crit.	Stag.	Growth
Poison 60, Silence 60	X	X	2	16 Power, 10 Effect

THUNDER

DARK FIRA

RANK 1 2 **3** 4 5 6 7 8

Enables fire-based attack spells that cause status ailments. Identical to Fira but with Poison and Silence added.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	0	+1	+1	-

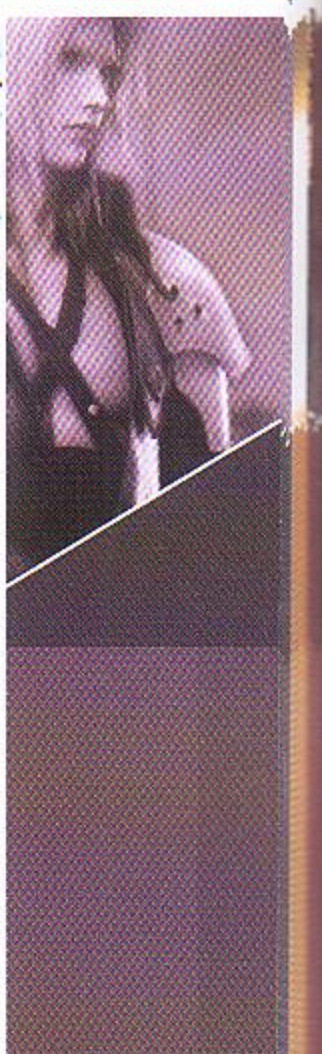
METHOD OF ACQUIRING

Obtain	Location/Method
Other	Rank 3–4 Status Fire fusion

Ability	Cost	Pow.	Type	Calc.	Element
Dark Fira	20 MP	10	Magic	MAG 2	Fire

Status Effects	Att.	Crit.	Stag.	Growth
Poison 70, Silence 70	X	X	2	16 Power, 10 Effect

FIRE



DARK BLIZZARA

RANK 1 2 **3** 4 5 6 7 8

Enables ice-based attack spells that cause status ailments. Identical to Blizzara but with Poison and Silence added.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	0	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Other	Rank 3→4 Status Ice fusion

Ability	Cost	Pow.	Type	Calc.	Element
Dark Blizzara	20 MP	17	Magic	MAG 2	Ice

Status Effects	Att.	Crit.	Stag.	Growth
Poison 70, Silence 70, Stun 40(5)	X	X	2	16 Power, 10 Effect, 2 Duration

ICE

HELL FIRAGA

RANK 1 2 3 4 5 6 **7** 8

Enables fire-based attack spells that cause status ailments. Identical to Firaga but with Poison, Silence, Stop, and Death added.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	15000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Wutai Secret Shop
Complete	M8-5-5
Treasure Chest	M8-5-6, M9-2-1

Ability	Cost	Pow.	Type	Calc.	Element
Hell Firaga	52 MP	12	Magic	MAG 2	Fire

Status Effects	Att.	Crit.	Stag.	Growth
Poison 90, Silence 90, Stop 80(8), Death 10	X	X	3	24 Power, 10 Effect, 3 Duration

FIRE

DARK THUNDARA

RANK 1 2 **3** 4 5 6 7 8

Enables lightning-based attack spells that cause status ailments. Identical to Thundara but with Poison and Silence added.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	0	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Other	Rank 3→4 Status Thunder fusion

Ability	Cost	Pow.	Type	Calc.	Element
Dark Thundara	20 MP	14	Magic	MAG 2	Thunder

Status Effects	Att.	Crit.	Stag.	Growth
Poison 70, Silence 70	X	X	2	16 Power, 10 Effect

THUNDER

HELL BLIZZAGA

RANK 1 2 3 4 5 6 **7** 8

Enables ice-based attack spells that cause status ailments. Identical to Blizzaga but with Poison, Silence, Stop, and Death added.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	15000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Wutai Secret Shop
Chest	M2-3-1, M4-4-2, M6-4-2

Ability	Cost	Pow.	Type	Calc.	Element
Hell Blizzaga	52 MP	27	Magic	MAG 2	Ice

Status Effects	Att.	Crit.	Stag.	Growth
Poison 90, Silence 90, Stun 60(10), Stop 80(8), Death 10	X	X	3	24 Power, 10 Effect, 3 Duration

ICE

DARK FIRAGA

RANK 1 2 3 4 **5** 6 7 8

Enables fire-based attack spells that cause status ailments. Identical to Firaga but with Poison and Silence added.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Other	Rank 5→6 Status Fire fusion

Ability	Cost	Pow.	Type	Calc.	Element
Dark Firaga	38 MP	11	Magic	MAG 2	Fire

Status Effects	Att.	Crit.	Stag.	Growth
Poison 80, Silence 80	X	X	3	16 Power, 10 Effect

FIRE

HELL THUNDAGA

RANK 1 2 3 4 5 6 **7** 8

Enables lightning-based attack spells that cause status ailments. Identical to Thundaga but with Poison, Silence, Stop, and Death added.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	15000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Wutai Secret Shop
Complete	M2-5-2 (Mastered, MAG+35), M8-3-6
Chest	M3-3-6, M7-4-4

Ability	Cost	Pow.	Type	Calc.	Element
Hell Thundaga	52 MP	23	Magic	MAG 2	Thunder

Status Effects	Att.	Crit.	Stag.	Growth
Poison 90, Silence 90, Stop 80(8), Death 10	X	X	3	24 Power, 10 Effect, 3 Duration

THUNDER

DARK BLIZZAGA

RANK 1 2 3 4 **5** 6 7 8

Enables ice-based attack spells that cause status ailments. Identical to Blizzaga but with Poison and Silence added.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Other	Rank 5→6 Status Ice fusion

Ability	Cost	Pow.	Type	Calc.	Element
Dark Blizzaga	38 MP	26	Magic	MAG 2	Ice

Status Effects	Att.	Crit.	Stag.	Growth
Poison 80, Silence 80, Stun 50(7)	X	X	3	22 Power, 10 Effect, 3 Duration

ICE

GRAVITY

RANK 1 **2** 3 4 5 6 7 8

Enables magic that reduces the enemy's HP by one-fourth. If the Gravity effect is not resisted, damage equivalent to one-fourth of max HP is dealt regardless of SPR. Can strike multiple targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	0	+1	0	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M9-3-3 (Mastered, MAG+38)
Chest	M4-2-5
Drop	G Deleter

Ability	Cost	Pow.	Type	Calc.	Element
Gravity	22 MP		Magic	-	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	2	-

GRAVITY

DARK THUNDAGA

RANK 1 2 3 4 **5** 6 7 8

Enables lightning-based attack spells that cause status ailments. Identical to Thundaga but with Poison and Silence added.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Other	Rank 5→6 Status Thunder fusion

Ability	Cost	Pow.	Type	Calc.	Element
Dark Thundaga	38 MP	22	Magic	MAG 2	Thunder

Status Effects	Att.	Crit.	Stag.	Growth
Poison 80, Silence 80	X	X	3	22 Power, 10 Effect

GRAVIGA

RANK 1 2 3 **4** 5 6 7 8

Enables magic that reduces the enemy's HP by one-half. If the Gravity effect is not resisted, damage equivalent to one-half of max HP is dealt regardless of SPR. Can strike multiple targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	15000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Bone Village Commerce
Complete	M1-3-5
Chest	Cage of Binding, M6-6-2, M7-3-6, M7-6-6, M8-5-6

Ability	Cost	Pow.	Type	Calc.	Element
Graviga	40 MP		Magic	-	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	2	-

GRAVITY

QUAKE

RANK 1 2 3 4 5 6 **7** 8

Enables special attack spells. Splits the earth all around Zack, dealing heavy damage to all nearby ground targets. Floating foes are unaffected.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	18000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Wutai Secret Shop
Complete	M2-2-6, M5-4-5 (Mastered, MAG+45)
Chest	M8-6-4, M9-1-5
Steal	★Grand Horn

Ability	Cost	Pow.	Type	Calc.	Element
Quake	58 MP	27	Magic	MAG 2	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	3	24 Power

GRAVITY

ENERGY

RANK 1 2 3 4 5 6 **7** 8

Enables special attack spells. Throws one homing, non-elemental ball of energy at the target. Can strike multiple times, even on the same target. Can hit especially large targets over and over, dealing extreme damage.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+10%	+20%	0	+10%	+10%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M1-5-3, M2-4-4, M9-2-4
Chest	M6-5-1, M7-6-2, M9-3-3
Steal	★Explosive

Ability	Cost	Pow.	Type	Calc.	Element
Energy	33 MP	19	Magic	MAG 2	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	3	18 Power

ULTIMATE

TRI-THUNDAGA

RANK 1 2 **3** 4 5 6 7 8

Enables lightning-based attack spells. Fires three thunderbolts that can strike multiple targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+20%	+20%	+20%	+20%	+20%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M4-5-1
Chest	M2-3-6, M4-4-4, M9-5-3
Steal	★Three Stars

Ability	Cost	Pow.	Type	Calc.	Element
Tri-Thundaga	64 MP	20	Magic	MAG 2	Thunder

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	3	24 Power

ULTIMATE

ULTIMA

RANK 1 2 3 4 5 6 7 **8**

Enables special attack spells. Strikes all targets with heavy, non-elemental magic damage. Not compatible with the Dualcast materia.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+20%	+30%	+20%	+10%	+10%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M3-5-4
Chest	M2-5-2, M6-6-3, M6-6-5, M9-6-2, M9-6-5
Steal	★Tycoon

Ability	Cost	Pow.	Type	Calc.	Element
Ultima	99 MP	48	Magic	MAG 2	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	3	22 Power

ULTIMATE

TRI-FIRE

RANK 1 2 3 **4** 5 6 7 8

Enables fire-based attack spells. Throws three homing fireballs at the enemy. Can strike multiple targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+20%	+20%	+20%	+20%	+20%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M8-6-1
Chest	M3-4-3, M6-4-3, M7-4-6, M9-5-5
Steal	Three Stars

Ability	Cost	Pow.	Type	Calc.	Element
Tri-Fire	68 MP	18	Magic	MAG 2	Fire

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	2	24 Power

ULTIMATE

COMMAND MATERIA

DARKNESS

RANK 1 2 3 4 5 **6** 7 8

Enables special attacks by expending HP. Consumes one-eighth of Zack's total HP to deal damage to all surrounding enemies while ignoring VIT.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
HP	+20%	+10%	+10%	+10%	+20%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M4-4-2, M8-4-6
Drop	★Demon, ★Horned Devil
Steal	Land Malboro

Ability	Cost	Pow.	Type	Calc.	Element
Darkness	HP	18	-	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	2	16 Power

GRAVITY

ELECTROCUTE

RANK 1 2 3 4 **5** 6 7 8

Enables lightning-based attack spells. Calls down lightning all around Zack for heavy damage to all nearby targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+20%	+20%	+20%	+20%	+20%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M3-4-1, 8-6-3
Chest	M2-3-6, M4-5-5, M6-6-5, M7-6-3, M9-4-6, M9-5-6
Steal	★Garuda

Ability	Cost	Pow.	Type	Calc.	Element
Electrocute	72 MP	40	Magic	MAG 2	Thunder

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	2	26 Power

ULTIMATE

JUMP

RANK **1** 2 3 4 5 6 7 8

Enables aerial attacks. Zack leaps into the air, potentially avoiding attacks, before falling with an impact that can strike multiple targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	0	+1	0	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M6-1-3
Chest	M3-2-2, M8-4-2
Steal	Sahagin Chief

Ability	Cost	Pow.	Type	Calc.	Element
Jump	24 AP	12	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	2	8 Power

SPEED SWORD

FLARE

RANK 1 2 3 4 5 **6** 7 8

Enables special attack spells. Strikes all targets with heavy, non-elemental magic damage. Not compatible with the Dualcast materia.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+20%	+10%	+10%	+10%	+20%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M3-4-4, M5-4-3, M8-6-4, M9-3-6 (Mastered, MAG+30)
Chest	M2-4-2, M3-5-3, M9-4-4
Steal	★Mover EX

Ability	Cost	Pow.	Type	Calc.	Element
Flare	77 MP	33	Magic	MAG 2	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	3	22 Power

ULTIMATE



HIGH JUMP

RANK 1 2 3 4 **5** 6 7 8

Enables aerial attacks. Zack leaps into the air, potentially avoiding attacks, before falling with an impact that can strike multiple targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M1-4-4, M6-5-6 (Mastered, ATK+40), M9-1-4
Chest	M2-5-5, M6-6-5, M9-4-1
Drop	★Sahagin Prince

Ability	Cost	Pow.	Type	Calc.	Element
High Jump	38 AP	16	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	2	16 Power

SPEED SWORD

ASSAULT TWISTER+

RANK 1 2 3 4 5 6 **7** 8

Enables spinning physical attacks. Zack spins his sword in an attack that can strike all nearby enemies multiple times.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M3-3-5, M8-5-1
Chest	M7-6-6, M9-4-1, M9-4-3
Drop	★G Dominator

Ability	Cost	Pow.	Type	Calc.	Element
Assault Twister+	16 AP	12	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	3	16 Power

SPEED SWORD

POISON AERIAL

RANK 1 2 **3** 4 5 6 7 8

Enables aerial attacks that cause status ailments. Zack leaps into the air, potentially avoiding attacks, before falling with an impact that can Poison multiple targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+1	0	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M5-3-1

Ability	Cost	Pow.	Type	Calc.	Element
Poison Aerial	32 AP	13	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
Poison 80	0	0	2	12 Power, 10 Effect

SPEED SWORD

POISON TWISTER

RANK 1 **2** 3 4 5 6 7 8

Enables spinning physical attacks that cause status ailments. Zack spins his sword in an attack that can strike all nearby enemies while inflicting Poison.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	0	+1	0	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M4-3-1, M9-2-1

Ability	Cost	Pow.	Type	Calc.	Element
Poison Twister	16 AP	10	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
Poison 80	0	0	3	12 Power, 10 Effect

SPEED SWORD

SILENCE AERIAL

RANK 1 2 3 4 **5** 6 7 8

Enables aerial attacks that cause status ailments. Zack leaps into the air, potentially avoiding attacks, before falling with an impact that can Silence multiple targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+1	0	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M2-3-3

Ability	Cost	Pow.	Type	Calc.	Element
Silence Aerial	32 AP	13	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
Silence 80	0	0	2	12 Power, 10 Effect

SPEED SWORD

STOP TWISTER

RANK 1 2 3 **4** 5 6 7 8

Enables spinning physical attacks that cause status ailments. Zack spins his sword in an attack that can strike all nearby enemies while inflicting Stop.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	0	+1	0	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M1-4-5
Chest	M4-5-4, M4-5-6

Ability	Cost	Pow.	Type	Calc.	Element
Stop Twister	16 AP	10	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
Stop 80(3)	0	0	3	12 Power, 10 Effect, 3 Duration

SPEED SWORD

DEATH JUMP

RANK 1 2 3 4 5 **6** 7 8

Enables aerial attacks that cause status ailments. Zack leaps into the air, potentially avoiding attacks, before falling with an impact that can kill multiple targets.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+1	0	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M3-4-2, M8-6-2
Chest	M9-2-5

Ability	Cost	Pow.	Type	Calc.	Element
Death Jump	48 AP	14	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
Death 40	0	0	2	12 Power, 10 Effect

SPEED SWORD

DEATH TWISTER

RANK 1 2 3 4 5 6 **7** 8

Enables spinning physical attacks that cause status ailments. Zack spins his sword in an attack that can strike all nearby enemies, potentially killing them outright.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+1	0	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M5-3-2
Chest	M7-6-1, M9-2-5

Ability	Cost	Pow.	Type	Calc.	Element
Death Twister	20 AP	12	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
Death 40	0	0	3	12 Power, 10 Effect

SPEED SWORD

ASSAULT TWISTER

RANK 1 2 **3** 4 5 6 7 8

Enables spinning physical attacks. Zack spins his sword in an attack that can strike all nearby enemies multiple times.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	0	+1	0	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M1-3-1, M2-2-1, M2-5-1 (Mastered, ATK+40)
Chest	M3-2-2, M9-1-3
Drop	★G Baldor

Ability	Cost	Pow.	Type	Calc.	Element
Assault Twister	8 AP	8	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	3	8 Power

SPEED SWORD

POWER ATTACK

RANK **1** 2 3 4 5 6 7 8

Enables attacks that cause the opponent to stagger. Zack winds up for several seconds before unleashing a heavy overhand strike with his sword.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	0	+1	0	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Chest	Modeo Ravine—Ravine, M6-4-3, M8-6-1
Steal	★Vajradhara Indra, ★General's Tank

Ability	Cost	Pow.	Type	Calc.	Element
Power Attack	4 AP	14	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
Stun 100(3)	0	0	5	20 Power, 10 Effect, 5 Duration

SWORD SKILL

VITAL SLASH

RANK 1 2 **3** 4 5 6 7 8

Enables Critical Hits with every strike. Zack winds up for several seconds before unleashing a heavy overhand strike with his sword. Guaranteed to Critical.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	0	+1	0	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M8-4-4
Chest	M3-4-4
Steal	★Vajradhara Karura, ★Grosspanzer
Other	(Master, ATK+15)

Ability	Cost	Pow.	Type	Calc.	Element
Vital Slash	6 AP	24		ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	3	32 Power

SWORD SKILL

STOP BLADE

RANK 1 2 3 **4** 5 6 7 8

Enables attacks that stop the enemy. Zack braces, then sweeps his sword in a quick lateral slash from right to left. Can inflict Stop.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	0	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M8-3-1, M8-6-6 (Mastered, ATK+60)
Chest	M4-4-3, M9-1-6
Drop	★Scissor Devil
Steal	Scissor Devil

Ability	Cost	Pow.	Type	Calc.	Element
Stop Blade	8 AP	16	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
Stop 90(3)	0	0	2	16 Power, 10 Effect, 4 Duration

SWORD SKILL

EXPLODER BLADE

RANK 1 2 3 4 5 **6** 7 8

Enables attacks with explosions. Zack winds up for several seconds before unleashing an explosive overhand strike with his sword.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	0	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M2-3-4, M8-5-4
Chest	M2-4-3, M3-5-4
Steal	★Hippogriff, ★Martial Tank

Ability	Cost	Pow.	Type	Calc.	Element
Exploder Blade	12 AP	28	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	3	16 Power

SWORD SKILL

DEATH BLADE

RANK 1 2 3 4 **5** 6 7 8

Enables attacks that defeat enemies with a single strike. Zack braces, then sweeps his sword in a quick lateral slash from right to left. Can kill enemies outright.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Chest	M4-4-5, M8-5-2
Drop	Scissor Devil

Ability	Cost	Pow.	Type	Calc.	Element
Death Blade	8 AP	16	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
Death 30	0	0	2	16 Power, 10 Effect

SWORD SKILL

BLAST WAVE

RANK 1 2 3 4 **5** 6 7 8

Enables attacks that blast the enemy out of the battle area. Zack winds up for several seconds before unleashing a heavy overhand strike with his sword. Can potentially remove targets from the battle, effectively defeating them.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M3-3-6
Chest	M7-5-5, M7-6-4
Steal	Martial Tank

Ability	Cost	Pow.	Type	Calc.	Element
Blast Wave	12 AP	16	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
Blast Wave 100	0	0	2	16 Power

SWORD SKILL

DISPEL BLADE

RANK 1 2 3 4 5 6 **7** 8

Enables attacks that null the enemy's magic. A special version of Zack's standard sword attack, capable of removing beneficial status effects from the target.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+3	+3	+3	+3	+3	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M4-5-3
Chest	Cage of Binding, M6-5-4, M8-6-6
Steal	★Crescent Unit Nomen

Ability	Cost	Pow.	Type	Calc.	Element
Dispel Blade	8 AP	16	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	3	16 Power

SWORD SKILL

POISON BLADE

RANK **1** 2 3 4 5 6 7 8

Enables attacks that poison the enemy. A special version of Zack's standard sword attack, capable of inflicting Poison.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	0	+1	0	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M4-1-6
Chest	M7-4-5, M8-6-6, M9-3-2
Drop	★Scissor Claw
Steal	Scissor Claw

Ability	Cost	Pow.	Type	Calc.	Element
Poison Blade	6 AP	16	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
Poison 70	0	0	2	16 Power, 10 Effect

SWORD SKILL

FIRE BLADE

RANK **1** 2 3 4 5 6 7 8

Enables fire-based elemental attacks. Zack braces, then sweeps his sword in a quick lateral slash from right to left, dealing fire-based physical damage.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	0	+1	0	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M3-2-3
Steal	★Crescent Unit Novus

Ability	Cost	Pow.	Type	Calc.	Element
Fire Blade	8 MP	18	PHYS	ATK	Fire

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	3	16 Power

FIRE SWORD

SILENCE BLADE

RANK 1 **2** 3 4 5 6 7 8

Enables attacks that silence the enemy. A special version of Zack's standard sword attack, capable of inflicting Silence.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	0	+1	0	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Chest	M1-5-2, M8-6-2
Steal	★Scissor Claw, Iron Claw

Ability	Cost	Pow.	Type	Calc.	Element
Silence Blade	6 AP	16	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
Silence 70	0	0	2	16 Power, 10 Effect

SWORD SKILL

BLIZZARD BLADE

RANK **1** 2 3 4 5 6 7 8

Enables ice-based elemental attacks. Zack braces, then sweeps his sword in a quick lateral slash from right to left, dealing ice-based physical damage.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	0	+1	0	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Steal	★Crescent Unit Plenum

Ability	Cost	Pow.	Type	Calc.	Element
Blizzard Blade	8 MP	18	PHYS	ATK	Ice

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	3	16 Power

ICE SWORD

THUNDER BLADE

RANK 1 2 3 4 5 6 7 8

Enables lightning-based elemental attacks. Zack braces, then sweeps his sword in a quick lateral slash from right to left, dealing thunder-based physical damage.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	0	+1	0	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Steal	★Crescent Unit Aqua

Ability	Cost	Pow.	Type	Calc.	Element
Thunder Blade	8 MP	18	PHYS	ATK	Thunder

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	3	16 Power

THUNDER SWORD

BLIZZAGA BLADE

RANK 1 2 3 4 5 6 7 8

Enables ice-based elemental attacks. Zack braces, then sweeps his sword in a quick lateral slash from right to left, dealing ice-based physical damage.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+2	+2	+2	+2	+2	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Wutai Secret Shop
Chest	M2-5-6, M4-4-2, M6-3-4
Steal	★Crescent Unit Aurum, ★Crescent Unit Circulus

Ability	Cost	Pow.	Type	Calc.	Element
Blizzaga Blade	32 MP	32	PHYS	ATK	Ice

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	2	16 Power

ICE SWORD

FIRA BLADE

RANK 1 2 3 4 5 6 7 8

Enables fire-based elemental attacks. Zack braces, then sweeps his sword in a quick lateral slash from right to left, dealing fire-based physical damage.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Steal	★Crescent Unit Primus, ★Crescent Unit Secundus

Ability	Cost	Pow.	Type	Calc.	Element
Fira Blade	16 MP	24	PHYS	ATK	Fire

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	2	16 Power

FIRE SWORD

THUNDAGA BLADE

RANK 1 2 3 4 5 6 7 8

Enables lightning-based elemental attacks. Zack braces, then sweeps his sword in a quick lateral slash from right to left, dealing thunder-based physical damage.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+2	+2	+2	+2	+2	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Wutai Secret Shop
Complete	M9-1-2
Chest	M2-3-3, M2-5-5
Steal	★Crescent Unit Ventus, ★Crescent Unit Celsus

Ability	Cost	Pow.	Type	Calc.	Element
Thundaga Blade	32 MP	32	PHYS	ATK	Thunder

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	2	16 Power

THUNDER SWORD

BLIZZARA BLADE

RANK 1 2 3 4 5 6 7 8

Enables ice-based elemental attacks. Zack braces, then sweeps his sword in a quick lateral slash from right to left, dealing ice-based physical damage.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Steal	★Crescent Unit Autumnus, ★Crescent Unit Tertius

Ability	Cost	Pow.	Type	Calc.	Element
Blizzara Blade	16 MP	24	PHYS	ATK	Ice

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	2	16 Power

ICE SWORD

DRAIN BLADE

RANK 1 2 3 4 5 6 7 8

Enables attacks that steal HP from the enemy. A special version of Zack's standard sword attack that steals HP from the target.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
HP	+10%	0	+10%	0	+10%	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Wutai Secret Shop
Complete	M3-3-4
Chest	M4-2-6

Ability	Cost	Pow.	Type	Calc.	Element
Drain Blade	8 AP	4	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	2	16 Power

DRAIN SWORD

THUNDARA BLADE

RANK 1 2 3 4 5 6 7 8

Enables lightning-based elemental attacks. Zack braces, then sweeps his sword in a quick lateral slash from right to left, dealing thunder-based physical damage.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M3-2-4
Steal	★Crescent Unit Quartus, ★Crescent Unit Auintus

Ability	Cost	Pow.	Type	Calc.	Element
Thundara Blade	16 MP	24	PHYS	ATK	Thunder

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	2	16 Power

THUNDER SWORD

POWER DRAIN

RANK 1 2 3 4 5 6 7 8

Enables attacks that steal HP and cause the enemy to stagger. Zack winds up for several seconds before unleashing a heavy, overhand, HP-draining strike with his sword.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
HP	+10%	+10%	+10%	+10%	+10%	14000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Wutai Secret Shop

Ability	Cost	Pow.	Type	Calc.	Element
Power Drain	16 AP	6	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
Stun 100(2)	0	0	5	16 Power, 10 Effect, 3 Duration

DRAIN SWORD

FIRAGA BLADE

RANK 1 2 3 4 5 6 7 8

Enables fire-based elemental attacks. Zack braces, then sweeps his sword in a quick lateral slash from right to left, dealing fire-based physical damage.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+2	+2	+2	+2	+2	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Wutai Secret Shop
Complete	M3-3-2
Chest	M6-6-5, M8-5-6
Steal	★Crescent Unit Argentum, ★Crescent Unit Phantasma

Ability	Cost	Pow.	Type	Calc.	Element
Firaga Blade	32 MP	32	PHYS	ATK	Fire

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	2	16 Power

FIRE SWORD

AERIAL DRAIN

RANK 1 2 3 4 5 6 7 8

Enables aerial attacks that steal HP from the enemy. Zack leaps into the air, potentially avoiding attacks, before falling with an HP-draining impact that can strike multiple targets. Aerial Drain can restore enormous amounts of HP if Zack strikes many foes at once.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
HP	+20%	+20%	+20%	+20%	+20%	18000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Wutai Secret Shop

Ability	Cost	Pow.	Type	Calc.	Element
Aerial Drain	64 AP	6	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	2	8 Power

DRAIN SWORD



OSMOSE BLADE

RANK 1 2 **3** 4 5 6 7 8

Enables attacks that steal MP from the enemy. A special version of Zack's standard sword attack that steals MP from the target.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+10%	+10%	+10%	+10%	+10%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M5-2-6

Ability	Cost	Pow.	Type	Calc.	Element
Osmose Blade	2 AP	4	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	2	16 Power

DRAIN SWORD

GOBLIN PUNCH

RANK **1** 2 3 4 5 6 7 8

Enables special attacks. Zack winds up for several seconds before unleashing a mean, left-handed haymaker.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+2	+3	+4	+5	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M4-5-4
Steal	Vajradhara Kumbhira

Ability	Cost	Pow.	Type	Calc.	Element
Goblin Punch	10 AP	18	-	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	0	2	16 Power

PUNCH

POWER OSMOSE

RANK 1 2 3 4 5 **6** 7 8

Enables attacks that steal MP and cause the enemy to stagger. Zack winds up for several seconds before unleashing a heavy, overhand, MP-draining strike with his sword.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+20%	+20%	+20%	+20%	+20%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Other	Rank 5 Drain Sword fusion

Ability	Cost	Pow.	Type	Calc.	Element
Power Osmose	6 AP	6	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
Stun 100(2)	0	0	5	16 Power, 10 Effect, 3 Duration

DRAIN SWORD

IRON FIST

RANK 1 **2** 3 4 5 6 7 8

Enables special attacks. Zack winds up for several seconds before unleashing a mean, left-handed haymaker.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M5-3-3, M9-2-5
Chest	M3-5-2, M7-5-1
Steal	G General

Ability	Cost	Pow.	Type	Calc.	Element
Iron Fist	10 AP	18	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	0	2	16 Power

PUNCH

STEAL

RANK 1 **2** 3 4 5 6 7 8

Allows the user to take items from the enemy. Causes Zack to attempt to pickpocket his target. Enemies have common and rare items available to steal. Wearing Brigand's Gloves guarantees a successful steal, while wearing Mog's Amulet guarantees rare results.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
AP	+10%	+10%	+10%	+10%	+10%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Chest	M7-4-1, M8-3-6
Steal	★Gremlin

Ability	Cost	Pow.	Type	Calc.	Element
Steal	-	-	-	-	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	X	-	-

ITEM

MAGICAL PUNCH

RANK **1** 2 3 4 5 6 7 8

Enables attacks by expending MP. Zack winds up for several seconds before unleashing a mean, left-handed haymaker. The closer MP is to maximum, the more damage Magical Punch does. At full MP, the damage dealt will exceed normal attack damage by as many as 18 times! Extremely useful with Brutal accessory or other damage limit-breaking gear. Ignores enemy VIT.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+50%	+10%	+10%	+10%	+10%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M4-5-6, M5-4-2, M9-3-4
Chest	M1-5-4, M6-5-5, M7-5-5
Steal	★G General

Ability	Cost	Pow.	Type	Calc.	Element
Magical Punch	99 MP	18	PHYS	-	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	0	3	16 Power

PUNCH

MUG

RANK 1 2 3 4 5 **6** 7 8

Allows the user to steal items when attacking. Zack lines up for a punch and comes away with an item. Like the Steal command, wearing Mog's Amulet and Brigand's Gloves improves Mug results.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
AP	+20%	+20%	+20%	+20%	+20%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M1-1-6
Chest	Howling Fang
Steal	★Lesser Demon

Ability	Cost	Pow.	Type	Calc.	Element
Mug	-	24	PHYS	ATK	-

Status Effects	Att.	Crit.	Stag.	Growth
-	0	0	2	16 Power

ITEM

HAMMER PUNCH

RANK 1 2 3 4 5 **6** 7 8

Enables attacks by expending AP. Zack winds up for several seconds before unleashing a mean, left-handed haymaker. The closer AP is to maximum, the more damage Hammer Punch does. At full AP, the damage dealt will exceed normal attack damage by as many as 18 times! Extremely useful with Brutal accessory or other damage limit-breaking gear. Ignores enemy VIT.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
AP	+50%	+10%	+10%	+10%	+10%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M9-3-1
Chest	M3-5-1
Steal	Vajradhara Kinnara

Ability	Cost	Pow.	Type	Calc.	Element
Hammer Punch	99 AP	18	PHYS	-	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	0	3	16 Power

PUNCH

GIL TOSS

RANK 1 2 3 4 5 6 7 **8**

Enables attacks by expending money. Zack pulls out a handful of gil, then slings it at the target. Can strike up to five times and can strike multiple targets. The more gil you have, the more damage Gil Toss will do. The cost is 5x the damage dealt per hit.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+1	+1	+1	+2	-

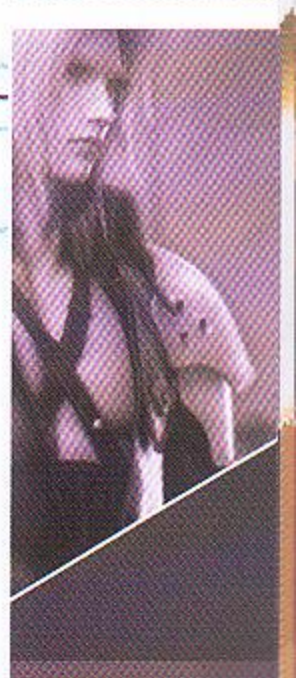
METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M4-4-4
Chest	M7-4-6, M8-6-3, M9-5-3
Steal	★Scissor Devil

Ability	Cost	Pow.	Type	Calc.	Element
Gil Toss	Gil	-	-	-	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	0	2	-

ITEM



COSTLY PUNCH

RANK 1 2 3 4 5 6 7 **8**

Enables special attacks. Zack winds up for several seconds before unleashing a mean, left-handed haymaker. Costly Punch is preposterously strong—its damage increases the lower your remaining HP, but even at full HP it can still deal around 32 times more damage than a normal attack. Ignores VIT and is considered neither physical nor magic damage. Consumes the equivalent of 1/128th maximum HP when used. If HP exceeds 1.11 times your max HP (from Power Surges and Limit Breaks), Costly Punch will hit for 0.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+5	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M9-5-4
Steal	★Mako Ifrit

Ability	Cost	Pow.	Type	Calc.	Element
Costly Punch	HP	32	-	-	-

Status Effects	Att.	Crit.	Stag.	Growth
-	X	0	3	16 Power

PUNCH

INDEPENDENT MATERIA

HP UP

RANK **1** 2 3 4 5 6 7 8

Increases HP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
HP	+10%	+10%	+10%	+10%	+10%	1000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Sector 6 - Materia Shop
Complete	M8-1-3
Chest	Shinra Building—67th Floor, M8-4-2

Obtain	Location/Method
Steal	Vajradhara Cala, Vajradhara Rakshasa
Other	Chapter 5 minigame

HP

HP UP+

RANK 1 2 **3** 4 5 6 7 8

Increases HP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
HP	+20%	+20%	+20%	+20%	+20%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M8-4-3
Chest	M6-2-3

Obtain	Location/Method
Steal	Vajradhara Indra, Vajradhara Karura

HP

HP UP++

RANK 1 2 3 4 **5** 6 7 8

Increases HP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
HP	+30%	+30%	+30%	+30%	+30%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M1-1-5

Obtain	Location/Method
Chest	Howling Fang, M2-3-2

MP UP

RANK **1** 2 3 4 5 6 7 8

Increases MP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+10%	+10%	+10%	+10%	+10%	1000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Sector 8—Materia Shop

Obtain	Location/Method
Chest	Banora, Modeoheim

MP

MP UP+

RANK 1 2 **3** 4 5 6 7 8

Increases MP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+20%	+20%	+20%	+20%	+20%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Chest	M6-2-6

MP

MP UP++

RANK 1 2 3 4 **5** 6 7 8

Increases MP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+30%	+30%	+30%	+30%	+30%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M3-2-2

Obtain	Location/Method
Chest	M1-4-3, M7-4-2

MP

AP UP

RANK **1** 2 3 4 5 6 7 8

Increases AP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
AP	+10%	+10%	+10%	+10%	+10%	1000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Sector 8 - Materia Shop
Complete	M3-1-3

Obtain	Location/Method
Chest	M10-1-2
Drop	★A-Hound

AP

AP UP+

RANK 1 2 **3** 4 5 6 7 8

Increases AP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
AP	+20%	+20%	+20%	+20%	+20%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M2-2-3
Chest	M4-2-2

Obtain	Location/Method
Drop	★Guard Fang

AP

AP UP++

RANK 1 2 3 4 **5** 6 7 8

Increases AP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
AP	+30%	+30%	+30%	+30%	+30%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M4-2-4
Chest	M4-5-2, M8-3-5

Obtain	Location/Method
Drop	★Hunting Hound, ★Belzecue, ★Dark Nation

AP

ATK UP

RANK 1 2 3 4 5 6 7 8

Increases strength of physical attacks.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+1	+2	+2	+3	1000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Sector 5—Materia Shop
Chest	Shinra Building—67th Floor, M6-1-3

Obtain	Location/Method
Steal	★Death Claw, ★Ifrit
Other	Chapter 5 minigame

ATK

ATK UP+

RANK 1 2 3 4 5 6 7 8

Increases strength of physical attacks.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+2	+2	+2	+3	+3	-

METHOD OF ACQUIRING

Obtain	Location/Method
Chest	Howling Fang, M2-2-3

Obtain	Location/Method
Steal	★Experiment No. 116, Experiment No. 113

ATK

ATK UP++

RANK 1 2 3 4 5 6 7 8

Increases strength of physical attacks.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+3	+3	+4	+4	+5	-

METHOD OF ACQUIRING

Obtain	Location/Method
Chest	M3-3-1, M8-5-5
Steal	★Scissor Chitin, ★Experiment No. 113

Obtain	Location/Method
Other	Chapter 9, Complete 6th wonder of Nibelheim

ATK

VIT UP

RANK 1 2 3 4 5 6 7 8

Increases defense against physical attacks.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
VIT	+1	+1	+2	+2	+3	1000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Sector 5 – Materia Shop
Complete	M3-1-4

Obtain	Location/Method
Steal	★Vajradhara Cala, ★Vajradhara Rakshasa

VIT

VIT UP+

RANK 1 2 3 4 5 6 7 8

Increases defense against physical attacks.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
VIT	+2	+2	+2	+3	+3	-

METHOD OF ACQUIRING

Obtain	Location/Method
Chest	M8-4-6

VIT

VIT UP++

RANK 1 2 3 4 5 6 7 8

Increases defense against physical attacks.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
VIT	+3	+3	+4	+4	+5	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M8-5-2

Obtain	Location/Method
Chest	M1-4-1, M8-3-6

VIT

MAG UP

RANK 1 2 3 4 5 6 7 8

Increases strength of attack spells.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+2	+2	+3	1000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Sector 5—Materia Shop

Obtain	Location/Method
Chest	Plate Interior, M2-2-4, M7-2-2, M8-2-4

MAG

MAG UP+

RANK 1 2 3 4 5 6 7 8

Increases strength of attack spells.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+2	+2	+2	+3	+3	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M8-4-5
Chest	Howling Fang, M6-3-2

Obtain	Location/Method
Drop	Demon
Other	Junon Defense

MAG

MAG UP++

RANK 1 2 3 4 5 6 7 8

Increases strength of attack spells.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+3	+3	+4	+4	+5	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M1-4-3, M8-3-4
Chest	M9-2-1

Obtain	Location/Method
Steal	G Legion, ★Demon

MAG

SPR UP

RANK 1 2 3 4 5 6 7 8

Increases defense against attack spells.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	+1	+1	+2	+2	+3	1000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Sector 5 – Materia Shop
Complete	M2-1-5

Obtain	Location/Method
Steal	G Attacker

SPR

SPR UP+

RANK 1 2 3 4 5 6 7 8

Increases defense against attack spells.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	+2	+2	+2	+3	+3	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M2-2-5
Chest	M4-2-4

Obtain	Location/Method
Steal	G Trooper, Malboro

SPR

SPR UP++

RANK 1 2 3 4 5 6 7 8

Increases defense against attack spells.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	+3	+3	+4	+4	+5	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M8-5-3
Chest	M1-4-3, M2-3-4, M4-4-6

Obtain	Location/Method
Steal	★Malboro

SPR

SUPPORT MATERIA

DASH

RANK 1 2 **3** 4 5 6 7 8

Makes the Triangle button perform Dash instead of Guard. Dashing expends one AP every 0.3 seconds of use.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
AP	+20%	+10%	+10%	+10%	+10%	5000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	The Happy Turtle
Chest	M6-1-3, M8-3-5, M8-6-2

OTHER

DUALCAST

RANK 1 2 3 4 5 6 7 **8**

Enables equipped magic to be cast twice in succession. Doubles MP cost as well. Does not work with Flare or Ultima. Once an item that grants 0 MP cost is equipped, Dualcast becomes extremely powerful coupled with strong spells like Energy, Quake, Electrocute, and Graviga.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+20%	+10%	+10%	+10%	+10%	30000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Network Shop Shade
Chest	M9-4-1

Obtain	Location/Method
Steal	★Makonoid

OTHER

SMART CONSUMER

RANK 1 2 3 **4** 5 6 7 8

Increases effects of consumable items. Increase per materia level shown below. Even with Smart Consumer and damage limit-breaking items equipped, consumable items cannot restore more than the normal limits.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
AP	+50%	+50%	+50%	+50%	+50%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M8-6-5
Chest	M6-5-2
Steal	★Most Hungry

Level	Effect Increase
1	200%
2	250%
3	300%

Level	Effect Increase
4	350%
Master	400%

ITEM

OCTASLASH

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Octaslash through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+2	+3	+4	+5	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Research Dept. QMC+

OTHER

RUSH ASSAULT

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Rush Assault through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+2	+3	+4	+5	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Research Dept. QMC+

OTHER

AIR STRIKE

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Air Strike through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
VIT	+1	+2	+3	+4	+5	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Research Dept. QMC+

OTHER

METEOR SHOTS

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Meteor Shots through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
VIT	+1	+2	+3	+4	+5	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Research Dept. QMC+

OTHER

HEALING WAVE

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Healing Wave through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	+1	+2	+3	+4	+5	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Research Dept. QMC+

OTHER

LUCKY STARS

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Lucky Stars through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	+1	+2	+3	+4	+5	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Research Dept. QMC+

OTHER

APOCALYPSE

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Apocalypse through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+2	+3	+4	+5	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Network Shop Shade

OTHER

HELLFIRE

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Hellfire through DMW.

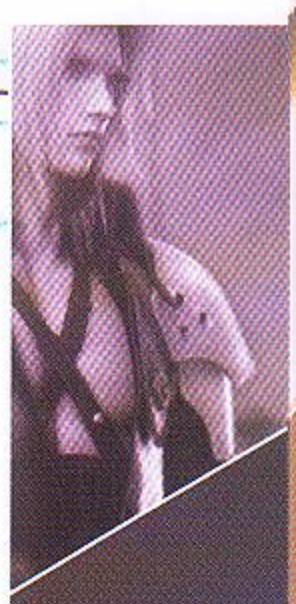
Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+2	+3	+4	+5	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Bone Village Commerce

Obtain	Location/Method
Complete	M9-5-5 (Mastered, MAG+40)

OTHER



MEGAFLARE

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Megaflare through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+2	+3	+4	+5	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Bone Village Commerce

Obtain	Location/Method
Complete	M9-5-6 (Mastered, MAG+50)

OTHER

MURDEROUS THRUST

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Murderous Thrust through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
HP	+20%	+20%	+20%	+20%	+20%	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Junon Souvenirs

Obtain	Location/Method
Complete	M9-4-5

OTHER

ZANTETSUKEN

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Zantetsuken through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
VIT	+1	+2	+3	+4	+5	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Bone Village Commerce

Obtain	Location/Method
Complete	M9-6-1 (Mastered, MAG+60)

OTHER

COURAGE BOOST!

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Courage Boost! through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+20%	+20%	+20%	+20%	+20%	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Junon Souvenirs

OTHER

REBIRTH FLAME

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Rebirth Flame through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	+1	+2	+3	+4	+5	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Bone Village Commerce

Obtain	Location/Method
Complete	M9-6-3 (Mastered, MAG+80)

OTHER

MOOGLE POWER

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Moogle Power through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MP	+20%	+20%	+20%	+20%	+20%	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Junon Souvenirs

OTHER

EXAFLARE

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Exaflare through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+2	+3	+4	+5	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Bone Village Commerce

Obtain	Location/Method
Complete	M9-6-4 (Mastered, MAG+100)

OTHER

ITEM MUGGER

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Item Mugger through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
HP	+20%	+20%	+20%	+20%	+20%	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Junon Souvenirs

OTHER

CHOCOBO STOMP

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating Chocobo Stomp through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
AP	+20%	+20%	+20%	+20%	+20%	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Junon Souvenirs

OTHER

1000 NEEDLES

RANK 1 2 3 4 5 6 7 **8**

Improves chances of activating 1000 Needles through DMW.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
AP	+20%	+20%	+20%	+20%	+20%	10000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Junon Souvenirs

Obtain	Location/Method
Complete	M9-4-3

OTHER

SUPPORT MATERIA

LIBRA

RANK 1 2 3 4 5 6 7 8

Enables detection of target's status.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M4-1-3

OTHER

STATUS STRIKE

RANK 1 2 3 4 5 6 7 8

Adds equipped materia's status effects to attacks.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+5	+5	+5	+5	+5	40000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Wutai Secret Shop
Complete	M8-3-5

Obtain	Location/Method
Chest	M8-6-1, M9-6-1

SPEED SWORD

STATUS WARD

RANK 1 2 3 4 5 6 7 8

Wards off status effects matching those of equipped materia.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	+5	+5	+5	+5	+5	40000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Wutai Secret Shop
Complete	M8-3-2

Obtain	Location/Method
Chest	M6-6-2, M9-3-5
Drop	Hollander

STATUS DEFENSE

ELEMENTAL STRIKE

RANK 1 2 3 4 5 6 7 8

Adds equipped materia's elemental attributes to attacks.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+5	+5	+5	+5	+5	40000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Wutai Secret Shop
Complete	M8-3-3

Obtain	Location/Method
Chest	M3-4-3, M9-5-3

SWORD SKILL

ELEMENTAL WARD

RANK 1 2 3 4 5 6 7 8

Decreases damage matching equipped materia's elemental attributes. Resistance increases with the level of the materia. If multiple Elemental Ward materia are equipped, the resistance level will equal the materia levels added together.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
SPR	+5	+5	+5	+5	+5	40000

METHOD OF ACQUIRING

Obtain	Location/Method
Shop	Wutai Secret Shop
Complete	M2-2-4
Chest	M9-5-2

Level	Resistance Level & Effect
1	Slight; 75% Dmg
2	Half; 50% Dmg
3	Null; 0% Dmg
4	Half Absorb; 50% Dmg absorbed as HP
Master	Absorb; 100% Dmg absorbed as HP

DEFENSE

SP TURBO MAGIC

RANK 1 2 3 4 5 6 7 8

Increases attack spell impact by expending SP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
MAG	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M3-4-6
Chest	M6-5-6

Obtain	Location/Method
Steal	★Belial

SP TURBO

SP TURBO ATTACK

RANK 1 2 3 4 5 6 7 8

Increases physical attack impact by expending SP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
ATK	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M2-5-4, M3-5-6
Chest	M9-4-5

Obtain	Location/Method
Steal	★Guardian Eyes

SP TURBO

SP TURBO

RANK 1 2 3 4 5 6 7 8

Increases attack impact by expending SP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
HP	+10%	+10%	+10%	+10%	+10%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M9-5-2
Chest	M9-4-3

Obtain	Location/Method
Steal	★Emperor Sahagin

SP TURBO

SP BARRIER

RANK 1 2 3 4 5 6 7 8

Decreases damage received by expending SP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
VIT	+1	+1	+1	+1	+1	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M9-5-2
Chest	M9-4-3

Obtain	Location/Method
Steal	★Scarlet Pick, ★Black Widow

SP TURBO

SP MASTER

RANK 1 2 3 4 5 6 7 8

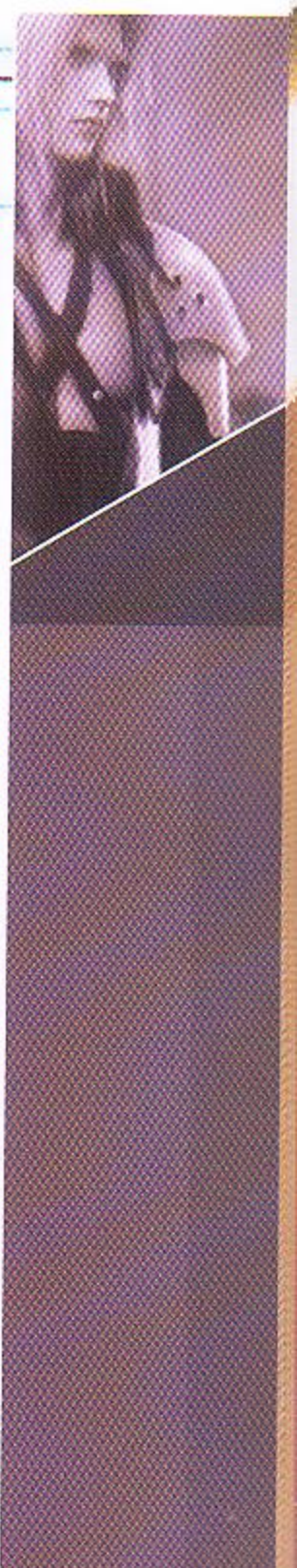
Increases attack impact and defense by expending SP.

Bonus	Lv1	Lv2	Lv3	Lv4	Lv5	Cost
HP	+10%	+10%	+10%	+10%	+10%	-

METHOD OF ACQUIRING

Obtain	Location/Method
Complete	M9-6-5
Steal	★Abyss Worm

SP TURBO



ACCESSORIES & ITEMS

Zack will rely on items and accessories throughout his journey. Disposable items help heal Zack's HP and resources, while accessories tend to boost attributes, enhance resistances, and grant new properties. On the other hand, key items are used only when dictated by the game. Whether used, worn, consumed in fusion or sold for gil, these wares are extremely valuable.

DISPOSABLE ITEMS

Items like Potions and Ethers help keep health and mana reservoirs full, while things like Remedy and Phoenix Down cure and enhance status. Disposable items can be obtained or stolen from foes, found in treasure chests, or purchased in shops.

Disposable Items in Shops

Shop	Item	Cost
Shinra Building Shop	Potion	50
Shinra Building Shop	Ether	200
Shinra Building Shop	Soma	200

Disposable Items in Shops

Shop	Item	Cost
Shinra Building Shop	Remedy	200
Sector 7 Shop	X-Potion	3000
Research Dept. QMC+	Hi-Potion	500

ACCESSORIES

Different pieces of armor, jewelry, and clothing can enhance resistances, boost attributes, and grant new properties. For a while, Zack only has two accessory slots. This can be expanded to three and then four by completing Mission 7-2-2 and Mission 7-2-5. The best accessories tend to grant unique—otherwise inaccessible—traits and sometimes duplicate the function of several other pieces of gear or materia. Items like these are the key to gaining HP and causing huge amounts of damage, as well as stacking the deck further in your favor with permanent beneficial effects. Accessories can be found in stores, on enemies, and in treasure chests.

Notable Accessories with Special Effects

Effect	Accessory
Breaks HP Limit	Adaman Bangle, Genji Armor, Divine Slayer, Heike Soul
Breaks MP Limit	Gold Hairpin, Divine Slayer, Heike Soul
Breaks AP Limit	Black Cowl, Divine Slayer, Heike Soul
Breaks Damage Limit	Brutal, Genji Gloves, Divine Slayer, Heike Soul
0 MP Cost	Soul of Thamasa, Magic Master, Genji Helm
0 AP Cost	Laurel Crown, Dark Agent, Genji Helm
Regen	Faerie Ring, Genji Armor
Barrier	Moon Bracer, Protect Ring, Genji Shield
MBarrier	Shining Bracer, Protect Ring, Genji Shield
Endure	Twisted Headband, Genji Armor
Critical	Sniper Eye, Genji Gloves

Notable Accessories with Special Effects

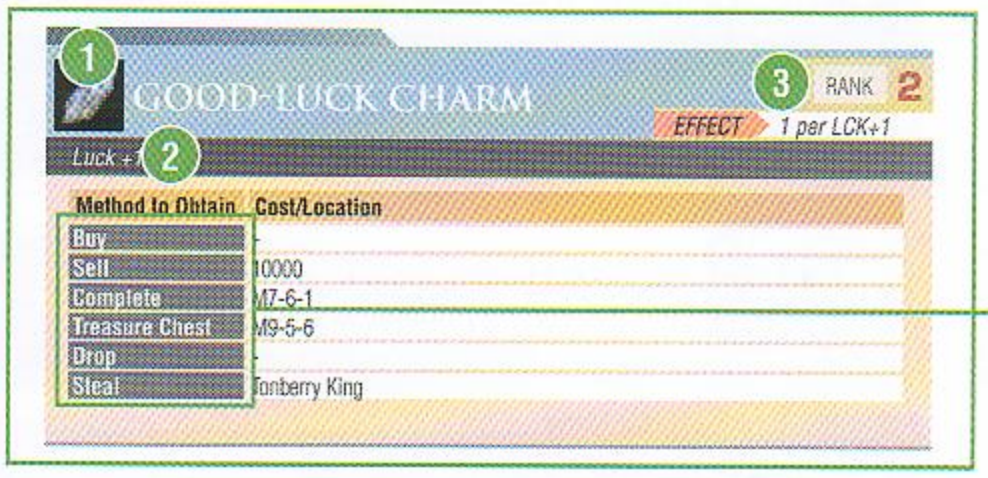
Effect	Accessory
Add All Elements	Element Blade, Force of Nature
Absorb All Elements	Wizard Bracelet, Force of Nature, Genji Shield, Heike Soul
Nulls All Status	Super Ribbon, Genji Shield
Counterattack	Fury Ring
Auto-Potion	Doc's Code
Steal/Mug Guaranteed	Brigand's Gloves, Heike Soul
Rare Items Guaranteed	Mog's Amulet, Heike Soul
Double Drop Rates	Jeweled Ring, Heike Soul
Double Gil	Precious Watch, Heike Soul
Libra	Genji Helm, Divine Slayer, Heike Soul
Curse	Cursed Ring, Heike Soul

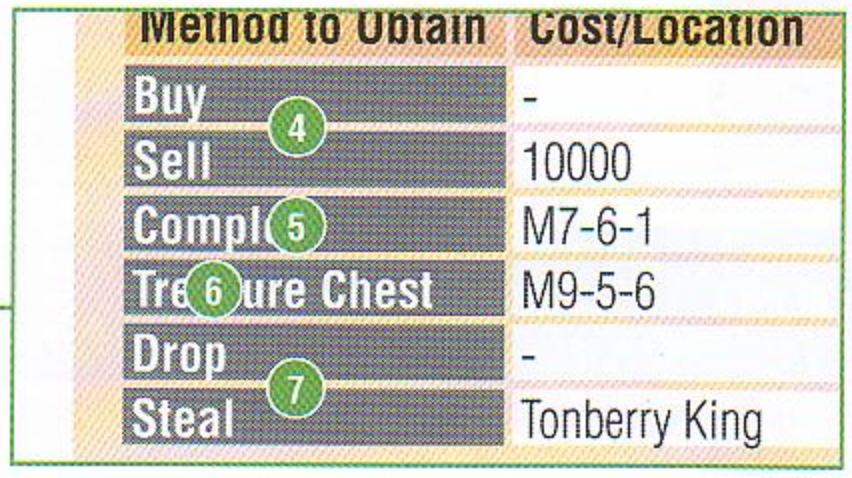
FUSION ITEMS

Certain items exist solely as fodder for Materia Fusion. These items enable you to tweak attributes to your liking when combining materia. These items cannot be purchased in shops; you must find them in the field or win them in combat. Items cannot be used in Materia Fusion until Mission 7-2-1 is complete.

KEY ITEMS

Some items are used in the game's main story or side quests. These items can only be used where appropriate in the game. Like accessories, they are found in numerous ways.





1. **Name & Icon:** *The item's name and menu image.*
2. **Description:** *A breakdown of the item's uses and enhancements.*
3. **Fusion Rank & Effect:** *Shows the rank of an item when used in fusion, along with the number of items required per increase of +1 (or +10%).*
4. **Buying & Selling:** *The item's vendor, if any, along with pricing information.*
5. **Complete:** *Many missions offer items as their reward.*
7. **Treasure Chest:** *If the item is in a chest, this entry represents its map or mission location.*
8. **Drops & Steals:** *Indicates whether an item is dropped or stolen and whether or not it is rare (indicated with ★).*

DISPOSABLE ITEMS

POTION

RANK -

EFFECT 20 per HP+10%

Restores a small amount of HP.

Method to Obtain	Cost/Location
Buy	50/Shinra Building Shop
Sell	25
Treasure Chest	Fort Tamblin—Corridor, M4-1-5
Drop	Various
Steal	Various
Other	-

HI-POTION

RANK -

EFFECT 10 per HP+10%

Restores a moderate amount of HP.

Method to Obtain	Cost/Location
Buy	500/Research Dept. QMC+
Sell	250
Treasure Chest	Fort Tamblin—Corridor, M1-2-3
Drop	Various
Steal	Various
Other	-

X-POTION

RANK –

EFFECT 5 per HP+10%

Restores a large amount of HP.

Method to Obtain	Cost/Location
Buy	3000/Sector 7 Shop
Sell	1500
Complete	-
Treasure Chest	Banora—Apple Orchard, M1-2-1
Drop	Various
Steal	Various
Other	-

ETHER

RANK –

EFFECT 10 per MP+10%

Restores some MP.

Method to Obtain	Cost/Location
Buy	200/Shinra Building Shop
Sell	100
Complete	-
Treasure Chest	Fort Tamblin—Corridor, M3-1-5
Drop	Various
Steal	Various
Other	-

SOMA

RANK –

EFFECT 10 per AP+10%

Restores some AP.

Method to Obtain	Cost/Location
Buy	200/Shinra Building Shop
Sell	100
Complete	-
Treasure Chest	Fort Tamblin—Corridor, M7-1-2, M8-2-2
Drop	Various
Steal	Various
Other	-

REMEDY

RANK –

EFFECT 10 per AP+10%

Heals all status ailments.

Method to Obtain	Cost/Location
Buy	200/Shinra Building Shop
Sell	100
Complete	-
Treasure Chest	Factory, M2-1-1
Drop	Various
Steal	Various
Other	-

ELIXIR

RANK 3

EFFECT 1 per HP+10%

Fully restores HP, MP, and AP, and heals all status ailments.

Method to Obtain	Cost/Location
Buy	-
Sell	2500
Complete	M1-1-1, M4-1-1
Treasure Chest	Factory
Drop	Crescent Unit Lux, Genesis, ★G Shadow Scythe, ★G Shadow Knight, ★G Shadow Mage
Steal	Genesis, ★G Shadow Scythe, ★G Shadow Knight, ★G Shadow Mage
Other	Clear remnant forces in Fort Tamblin

PHOENIX DOWN

RANK 4

EFFECT 1 per HP+10%

Fully restores HP when user is incapacitated.

Method to Obtain	Cost/Location
Buy	-
Sell	5000
Complete	M2-1-3, M6-1-1
Treasure Chest	Cage of Binding
Drop	-
Steal	Mock Soldier B, Minerva
Other	Clear remnant forces in Fort Tamblin, Junon Defense

ACCESSORIES

BRONZE BANGLE

RANK 1

EFFECT 10 per HP+10%

HP +10%

Method to Obtain	Cost/Location
Buy	500/Sector 6 Accessory Shop
Sell	250
Complete	M3-1-1
Treasure Chest	-
Drop	★Pile Machine, ★Experiment No. 88, General's Tank
Steal	-
Other	Chapter 1—Zack's supply pod, Chapter 5 mini-game

IRON BANGLE

RANK 2

EFFECT 8 per HP+10%

HP +20%

Method to Obtain	Cost/Location
Buy	-
Sell	1500
Complete	M3-1-2
Treasure Chest	Upper Junon—Level 8, M2-2-5
Drop	★Sea Hulk, ★Sephiroth
Steal	Sea Hulk, Behemoth King, ★G Eliminator
Other	-

TITANIUM BANGLE

RANK 4

EFFECT 5 per HP+10%

HP +30%

Method to Obtain	Cost/Location
Buy	-
Sell	3000
Complete	-
Treasure Chest	M3-3-1, M4-2-1, M6-2-6
Drop	★Hungry, ★Experiment No. 110
Steal	★Hungry, ★Sea Hulk, Experiment No. 110, ★G Regicide
Other	-

CARBON BANGLE

RANK 6

EFFECT 3 per HP+10%

HP +40%

Method to Obtain	Cost/Location
Buy	8000/Gongaga Trading
Sell	4000
Complete	-
Treasure Chest	M1-5-1, M8-5-6
Drop	G Ptolomea, Jabberwock, Martial Tank
Steal	★G Dominator
Other	-

PLATINUM BANGLE

RANK 7

EFFECT 2 per HP+10%

HP +50%

Method to Obtain	Cost/Location
Buy	-
Sell	10000
Complete	M2-3-5, M4-5-2, M5-3-4
Treasure Chest	M3-5-2, M9-4-1, M9-6-5
Drop	★Vajradhara Asura
Steal	★G Equites
Other	-

BRONZE ARMLET

RANK 1

EFFECT 10 per MP+10%

MP +20%

Method to Obtain	Cost/Location
Buy	500/Sector 6 Accessory Shop
Sell	250
Complete	-
Treasure Chest	Banora, Lower Junon—Level 3, M6-1-5
Drop	★Kactuar, Experiment No. 111
Steal	Kactuar, Experiment No. 111, Angeal Penance
Other	

SILVER ARMLET

RANK 2

EFFECT 5 per MP+10%

MP +40%, prevents Silence.

Method to Obtain	Cost/Location
Buy	-
Sell	1500
Complete	M3-3-1, M10-2-1
Treasure Chest	Howling Fang, M3-3-3, M6-1-4
Drop	★Kactuer, ★Experiment No. 111, Mover, Sephiroth
Steal	Kactuer, ★Experiment No. 111
Other	-

GOLD ARMLET

RANK 4

EFFECT 3 per MP+10%

MP +60%, prevents Silence.

Method to Obtain	Cost/Location
Buy	-
Sell	3000
Complete	M4-2-2, M7-5-2
Treasure Chest	M2-5-2, M6-3-5, M6-5-2, M8-5-3
Drop	G Caina, Mover RE
Steal	★Kactuer
Other	-

RUNE ARMLET

RANK 6

EFFECT 2 per MP+10%

MP +80%, prevents Silence.

Method to Obtain	Cost/Location
Buy	8000/Gongaga Trading
Sell	4000
Complete	M9-1-3
Treasure Chest	M6-4-2, M9-3-6, M9-4-2, M9-5-3, M9-6-5
Drop	G Judecca, Mover EX
Steal	-
Other	-

MYTHRIL ARMLET

RANK 7

EFFECT 1 per MP+10%

MP +100%, prevents Silence.

Method to Obtain	Cost/Location
Buy	-
Sell	10000
Complete	M7-4-4
Treasure Chest	M2-5-6, M6-4-6, M7-6-4, M7-6-5, M9-4-2, M9-5-6
Drop	Three Stars
Steal	-
Other	-

CHOCOBO ARMLET

RANK 1

EFFECT 10 per AP+10%

AP +20%

Method to Obtain	Cost/Location
Buy	500/Sector 6 Accessory Shop
Sell	250
Complete	M6-1-2
Treasure Chest	Lower Junon—Level 6, M2-1-3
Drop	Shot Machine, ★Replicon, Epiornis, ★Pachyornis, ★Titanis
Steal	-
Other	-

MOUNTAIN CHOCOBO ARMLET

RANK 2

EFFECT 5 per AP+10%

AP +40%, prevents Stun.

Method to Obtain	Cost/Location
Buy	-
Sell	1500
Complete	M2-3-2, M4-3-6
Treasure Chest	M1-3-5, M6-5-4, M8-4-5, M9-1-3
Drop	Pachyornis, ★Sephiroth
Steal	G Eliminator
Other	-

RIVER CHOCOBO ARMLET

RANK 4

EFFECT 3 per AP+10%

AP +60%, prevents Stun.

Method to Obtain	Cost/Location
Buy	-
Sell	3000
Complete	M1-3-4
Treasure Chest	Cage of Binding, M2-3-4, M4-4-1, M8-5-4
Drop	G Antenora, Coast Runner, Titanis, ★Experiment No. 117
Steal	G Regicide
Other	-

SEA CHOCOBO ARMLET

RANK 6

EFFECT 2 per AP+10%

AP +80%, prevents Stun.

Method to Obtain	Cost/Location
Buy	8000/Gongaga Trading
Sell	4000
Complete	M7-3-3
Treasure Chest	M3-4-6, M7-4-4, M8-6-2, M9-4-3
Drop	★Dinornis, Experiment No. 117
Steal	G Dominator
Other	-

SKY CHOCOBO ARMLET

RANK 7

EFFECT 1 per AP+10%

AP +100%, prevents Stun.

Method to Obtain	Cost/Location
Buy	-
Sell	10000
Complete	M7-5-1, M7-5-3
Treasure Chest	M6-6-3, M7-6-2, M8-6-4, M9-4-2
Drop	Dinornis, Diatryma
Steal	G Equites
Other	-

WRIST BAND

RANK 1

EFFECT 10 per ATK+1

ATK +5

Method to Obtain	Cost/Location
Buy	1000/Sector 6 Accessory Shop
Sell	500
Complete	-
Treasure Chest	M3-1-3
Drop	G Warrior, G Battler, G Predator, ★Ifrit, Bahamut
Steal	Sweeper, Pile Machine, Cutter Machine, Shot Machine
Other	-

POWER WRIST

RANK 3

EFFECT 5 per ATK+1

ATK +10

Method to Obtain	Cost/Location
Buy	-
Sell	3000
Complete	M4-3-3
Treasure Chest	M6-2-6, M7-1-3
Drop	★G Warrior, ★G Battler, ★G Predator, G Devastator, Pile Machine, ★Tonberry, ★Bahamut
Steal	★Sweeper, ★Pile Machine, ★Cutter Machine, ★Shot Machine
Other	-

HYPER WRIST

RANK 5

EFFECT 3 per ATK+1

ATK +20

Method to Obtain	Cost/Location
Buy	8000/Gongaga Trading
Sell	4000
Complete	-
Treasure Chest	M1-4-1, M3-4-2, M6-5-6, M8-5-1
Drop	★G Devastator, ★Experiment No. 113, ★Mako Ifrit, Sephiroth
Steal	G Hetairos
Other	-

KAISER KNUCKLES

RANK 7

EFFECT 2 per ATK+1

ATK +30

Method to Obtain	Cost/Location
Buy	-
Sell	5000
Complete	M2-3-6, M9-4-1
Treasure Chest	M3-5-1, M9-4-3
Drop	G Guardian, G Enforcer
Steal	Mako Ifrit, ★G Hetairos
Other	-

BULLETPROOF VEST

RANK 1

EFFECT 10 per VIT+1

VIT +30

Method to Obtain	Cost/Location
Buy	1000/Sector 6 Accessory Shop
Sell	500
Complete	M4-1-2
Treasure Chest	-
Drop	Arachno, Guard Scorpion, ★General's Tank
Steal	★Guard Spider, Bahamut
Other	Clear remnant forces in Fort Tamblin, Chapter 5 mini-game

SHINRA ALPHA

RANK 3

EFFECT 5 per VIT+1

VIT +40

Method to Obtain	Cost/Location
Buy	-
Sell	3000
Complete	M1-2-1
Treasure Chest	Mako Reactor 5
Drop	G Marine, Cutter Machine, ★Arachno, ★Guard Scorpion, Red Scorpion, ★Martial Tank
Steal	Arachno, Guard Scorpion, ★Bahamut
Other	-

SHINRA BETA

RANK 5

EFFECT 3 per VIT+1

VIT +60

Method to Obtain	Cost/Location
Buy	8000/Gongaga Trading
Sell	4000
Complete	-
Treasure Chest	Shinra Manor—1st Floor, M7-3-5
Drop	★Red Scorpion, Tarantula, Guardian Eyes, Black Widow
Steal	★Guard Scorpion, Red Scorpion
Other	-

SHINRA BETA+

RANK 7

EFFECT 2 per VIT+1

VIT +80

Method to Obtain	Cost/Location
Buy	-
Sell	5000
Complete	M1-5-5
Treasure Chest	M2-3-6, M3-5-3
Drop	★Tarantula, ★Guardian Eyes, ★Black Widow
Steal	★Red Scorpion, Tarantula, ★Guardian Eyes, Scarlet Pick, Black Widow
Other	-

EARRINGS

RANK 1

EFFECT 10 per MAG+1

MAG +5

Method to Obtain	Cost/Location
Buy	1000/Sector 6 Accessory Shop
Sell	500
Complete	-
Treasure Chest	Fort Tamblin—Courtyard
Drop	Gargoyle
Steal	-
Other	Save man in LOVELESS Avenue (Chapter 3)

CIRCLET

RANK 3

EFFECT 5 per VIT+1

MAG +10

Method to Obtain	Cost/Location
Buy	-
Sell	3000
Complete	-
Treasure Chest	Plate Interior—Outer Section, M8-4-2
Drop	★Master Tonberry, ★Gargoyle, ★Evilgoyle
Steal	Evilgoyle, Mover
Other	-

HYPNO CROWN

RANK 5

EFFECT 3 per MAG+1

MAG +20

Method to Obtain	Cost/Location
Buy	8000/Gongaga Trading
Sell	4000
Complete	-
Treasure Chest	M6-3-6, M7-3-5
Drop	-
Steal	★Evilgoyle, Demon, Horned Devil, ★Mover, Mover RE
Other	-

ROYAL CROWN

RANK 7

EFFECT 2 per MAG+1

MAG +30

Method to Obtain	Cost/Location
Buy	-
Sell	5000
Complete	M4-5-5
Treasure Chest	M2-4-2, M6-5-3, M6-5-4, M9-4-4, M9-5-4
Drop	Horned Devil, Belial
Steal	★Horned Devil
Other	-

AMULET

RANK 1

EFFECT 10 per SPR+1

SPR +30

Method to Obtain	Cost/Location
Buy	1000/Sector 6 Accessory Shop
Sell	500
Complete	M5-1-2
Treasure Chest	-
Drop	★G Attacker, ★Worm
Steal	-
Other	Save woman & child in LOVELESS Avenue (Chapter 3)

TALISMAN

RANK 3

EFFECT 5 per SPR+1

SPR +40

Method to Obtain	Cost/Location
Buy	-
Sell	3000
Complete	-
Treasure Chest	Shinra Manor—Underground Cave
Drop	Malboro, Land Malboro
Steal	★G Legion
Other	-

TAROT CARDS

RANK 5

EFFECT 3 per SPR+1

SPR +60

Method to Obtain	Cost/Location
Buy	8000/Gongaga Trading
Sell	4000
Complete	-
Treasure Chest	M2-3-1, M7-3-5, M8-6-4, M9-4-1
Drop	★Malboro, ★Land Malboro, Great Malboro
Steal	-
Other	-

CRYSTAL ORB

RANK 7

EFFECT 2 per SPR+1

SPR +80

Method to Obtain	Cost/Location
Buy	-
Sell	5000
Complete	M5-3-5
Treasure Chest	M2-4-5, M6-5-2, M6-6-3, M9-3-2, M9-3-4
Drop	★Great Malboro
Steal	-
Other	-

MUSCLE BELT

RANK 2

EFFECT 5 per ATK+1

ATK & VIT +5

Method to Obtain	Cost/Location
Buy	-
Sell	1000
Complete	M4-1-4, M10-1-1
Treasure Chest	M4-2-1, M4-2-4
Drop	★Vajradhara Yaksha
Steal	-
Other	-

CHAMPION BELT

RANK 4

EFFECT 3 per ATK+1

ATK & VIT +10, prevents Poison.

Method to Obtain	Cost/Location
Buy	-
Sell	3000
Complete	M10-1-2
Treasure Chest	M4-3-1, M7-2-6, M7-3-2, M7-5-3
Drop	★Vajradhara Cala, ★Vajradhara Rakshasa, Vajradhara Indra
Steal	-
Other	-

BLACK BELT

RANK 6

EFFECT 2 per ATK+1

ATK & VIT +20, prevents Poison and Curse

Method to Obtain	Cost/Location
Buy	-
Sell	7500
Complete	M1-1-4
Treasure Chest	M2-5-3, M9-2-1
Drop	★Vajradhara Kumbhira, ★Vajradhara Kinnara
Steal	-
Other	-

MYTHRIL GLOVES

RANK 2

EFFECT 5 per MAG+1

ATK & MAG +5

Method to Obtain	Cost/Location
Buy	-
Sell	1000
Complete	M3-1-5
Treasure Chest	M2-3-3, M7-1-5, M7-2-2, 7-2-5
Drop	★G Trooper, ★Death Claw
Steal	★G Trooper, Death Claw
Other	-

DIAMOND GLOVES

RANK 4

EFFECT 3 per MAG+1

ATK & MAG +10, prevents Silence.

Method to Obtain	Cost/Location
Buy	-
Sell	3000
Complete	M7-1-3
Treasure Chest	M4-5-3, M8-3-2, M8-3-4, M9-1-2, M9-2-6
Drop	★Experiment No. 116
Steal	★G Smasher, Experiment No. 116
Other	-

CRYSTAL GLOVES

RANK 6

EFFECT 2 per MAG+1

ATK & MAG +20, prevents Poison and Silence.

Method to Obtain	Cost/Location
Buy	-
Sell	7500
Complete	M1-5-4, M3-2-6
Treasure Chest	M1-4-5, M6-3-4, M9-4-2
Drop	★Scissor Chitin
Steal	Scissor Chitin
Other	-

FORCE BRACELET

RANK 2

EFFECT 5 per SPR+1

MAG & SPR +5

Method to Obtain	Cost/Location
Buy	-
Sell	1000
Complete	M1-2-4
Treasure Chest	Bathhouse 2nd Floor—Boiler Room, M7-3-1, M8-5-5
Drop	★G Legion, ★Bahamut
Steal	★Hedgehog Pie, Red Cap
Other	-

DIAMOND BRACELET

RANK 4

EFFECT 3 per SPR+1

MAG & SPR +10, prevents Poison

Method to Obtain	Cost/Location
Buy	-
Sell	3000
Complete	M4-3-4
Treasure Chest	M3-3-6, M4-4-5, M7-5-1, M8-4-6, M8-5-3, M8-6-6
Drop	-
Steal	★Red Cap, Boundfat
Other	-

CRYSTAL BRACELET

RANK 6

EFFECT 1 per SPR+1

MAG & SPR +20, prevents Poison and Curse

Method to Obtain	Cost/Location
Buy	-
Sell	7500
Complete	M1-3-6
Treasure Chest	M9-1-4, M9-2-4, M9-3-3
Drop	-
Steal	Imp, Gremlin, ★Boundfat, Gremlin, Imp, Lesser Demon
Other	-

FOUR SLOTS

RANK 2

EFFECT 5 per VIT+1

VIT & SPR +5

Method to Obtain	Cost/Location
Buy	-
Sell	1000
Complete	M1-2-3
Treasure Chest	M2-1-6, M3-3-1, M7-2-3
Drop	Dual Horn
Steal	-
Other	-

MYSTILE

RANK 4

EFFECT 3 per VIT+1

VIT & SPR +10, prevents Silence.

Method to Obtain	Cost/Location
Buy	-
Sell	3000
Complete	M3-1-6
Treasure Chest	M2-1-5, M7-1-6, M7-4-1, M10-2-3
Drop	★Dual Horn
Steal	-
Other	-

AEGIS ARMLET

RANK 6

EFFECT 1 per VIT+1

VIT & SPR +20, prevents Silence and Stun.

Method to Obtain	Cost/Location
Buy	-
Sell	7500
Complete	M9-1-1
Treasure Chest	M3-3-4, M9-3-1, M9-5-2
Drop	★Diceratops, Wyerd, Grand Horn
Steal	-
Other	-

GOOD-LUCK CHARM

RANK 2

EFFECT 1 per LCK+1

Luck +100

Method to Obtain	Cost/Location
Buy	-
Sell	10000
Complete	M7-6-1
Treasure Chest	M9-5-6
Drop	-
Steal	Tonberry King
Other	-

FIRE RING

RANK 3

EFFECT 3 per ATK+1

ATK & MAG +5, MP +10%. Adds fire element to [Attack] and certain skills.

Method to Obtain	Cost/Location
Buy	3000/Sector 7 Shop
Sell	1500
Complete	M2-1-4
Treasure Chest	Nibelheim, M9-1-1
Drop	★Bandersnatch
Steal	★Bandersnatch, Sumbha, Brahala, Nisumbha, Nandi, Lature Dano
Other	-

FIRE ARMLET

RANK 3

EFFECT 5 per SPR+1

VIT & SPR +5, MP +10%. Halves damage received from fire-based attacks.

Method to Obtain	Cost/Location
Buy	3000/Sector 7 Shop
Sell	1500
Complete	M2-1-2
Treasure Chest	Upper Junon—Level 8, M8-1-6
Drop	-
Steal	★Bajang, ★Sumbha, ★Bomb
Other	Clear remnant forces in Fort Tamblin

FLAME ARMLET

RANK 4

EFFECT 3 per SPR+1

MP +20%. Cancels damage received from fire-based attacks.

Method to Obtain	Cost/Location
Buy	-
Sell	4000
Complete	-
Treasure Chest	M4-4-4, M6-3-5, M8-6-3
Drop	-
Steal	★Brahala, ★Nisumbha
Other	-

BLAZE ARMLET

RANK 5

EFFECT 1 per SPR+1

MP +30%. Absorbs HP from fire-based attacks received.

Method to Obtain	Cost/Location
Buy	10000/Network Shop Duo
Sell	5000
Complete	M4-2-3, M7-4-5
Treasure Chest	M4-5-1, M6-5-3, M8-6-4
Drop	-
Steal	★Nandi, ★Lature Dano
Other	-

ICE RING

RANK 3

EFFECT 3 per ATK+1

ATK & MAG +5, MP +10%. Adds ice element to [Attack] and certain skills.

Method to Obtain	Cost/Location
Buy	3000/Sector 7 Shop
Sell	1500
Complete	M2-1-6
Treasure Chest	M7-2-6
Drop	★King Sahagin, Emperor Sahagin
Steal	-
Other	-

ICE ARMLET

RANK 3

EFFECT 5 per SPR+1

VIT & SPR +5, MP +10%. Halves damage received from ice-based attacks.

Method to Obtain	Cost/Location
Buy	3000/Sector 7 Shop
Sell	1500
Complete	M1-2-5
Treasure Chest	M7-1-4, M8-5-1
Drop	-
Steal	Water Warrior, Experiment No. 112
Other	-

FROST ARMLET

RANK 4

EFFECT 3 per SPR+1

MP +20%. Cancels damage received from ice-based attacks.

Method to Obtain	Cost/Location
Buy	-
Sell	4000
Complete	M7-1-5
Treasure Chest	M1-4-1, M9-1-5
Drop	★Sahagin Chief
Steal	★Sahagin Chief, ★Experiment No. 112, Sahagin Prince, King Sahagin
Other	-

SNOW ARMLET

RANK 5

EFFECT 1 per SPR+1

MP +30%. Absorbs HP from ice-based attacks received.

Method to Obtain	Cost/Location
Buy	10000/Network Shop Duo
Sell	5000
Complete	M7-3-2, M7-3-5
Treasure Chest	M9-2-3, M9-2-5
Drop	★Emperor Sahagin
Steal	★King Sahagin, Emperor Sahagin
Other	-

LIGHTNING RING

RANK 3

EFFECT 3 per ATK+1

ATK & MAG +5, MP +10%. Adds lightning element to [Attack] and certain skills.

Method to Obtain	Cost/Location
Buy	3000/Sector 7 Shop
Sell	1500
Complete	M5-1-3
Treasure Chest	M9-1-3
Drop	★Simurgh, ★Jatayu, ★Garuda
Steal	★Needle Kiss, Thunderbird, Simurgh
Other	-

LIGHTNING ARMLET

RANK 3

EFFECT 5 per SPR+1

VIT & SPR +5, MP +10%. Halves damage received from lightning-based attacks.

Method to Obtain	Cost/Location
Buy	3000/Sector 7 Shop
Sell	1500
Complete	M3-2-1, M4-2-1
Treasure Chest	-
Drop	Simurgh, Angeal Penance, ★Grosspanzer
Steal	★Simurgh
Other	Close Bathhouse Boiler valve

THUNDER ARMLET

RANK 4

EFFECT 3 per SPR+1

MP +20%. Cancels damage received from lightning-based attacks.

Method to Obtain	Cost/Location
Buy	-
Sell	4000
Complete	M7-2-3
Treasure Chest	M7-4-4
Drop	Jatayu
Steal	Jatayu
Other	-

BOLT ARMLET

RANK 5

EFFECT 1 per SPR+1

MP +30%. Absorbs HP from lightning-based attacks received.

Method to Obtain	Cost/Location
Buy	10000/Network Shop Duo
Sell	5000
Complete	-
Treasure Chest	M4-4-3, M6-4-6, M7-6-1, M8-5-4
Drop	Garuda
Steal	Garuda
Other	-

DRAGON ARMLET

RANK 4

EFFECT 1 per SPR+1

VIT +5, SPR +15, & MP +40%. Halves damage received from fire, ice, and lightning-based attacks.

Method to Obtain	Cost/Location
Buy	20000/Sector 7 Shop, Network Shop Duo
Sell	10000
Complete	M7-2-4
Treasure Chest	-
Drop	-
Steal	-
Other	Snipe all Gun Bull Heads in Nibel Plains

ESCORT GUARD

RANK 5

EFFECT 1 per SPR+1

VIT +5, SPR +20, and MP +50%. Cancels damage received from fire, ice, and lightning-based attacks.

Method to Obtain	Cost/Location
Buy	40000/Network Shop Duo
Sell	20000
Complete	M9-3-5
Treasure Chest	M9-5-3
Drop	-
Steal	-
Other	-

WIZARD BRACELET

RANK 6

EFFECT 1 per SPR+1

VIT +5, SPR +25, & MP +60%. Absorbs HP from fire, ice, and lightning-based attacks.

Method to Obtain	Cost/Location
Buy	80000/Sector 7 Shop, Network Shop Duo
Sell	40000
Complete	M2-5-3, M7-5-6
Treasure Chest	-
Drop	-
Steal	-
Other	-

ELEMENT BLADE

RANK 7

EFFECT 1 per MAG+1

ATK & MAG +10, MP +50%. Adds fire, ice, and lightning elements to [Attack] and certain skills.

Method to Obtain	Cost/Location
Buy	20000/Sector 7 Shop, Network Shop Duo
Sell	10000
Complete	M5-4-1, M9-2-3
Treasure Chest	M2-5-1, M6-6-1
Drop	-
Steal	-
Other	-

FORCE OF NATURE

RANK 7

EFFECT 1 per MAG+1

ATK, VIT, MAG, & SPR +10, MP +100%. Adds fire, ice, and lightning elements and absorbs damage.

Method to Obtain	Cost/Location
Buy	-
Sell	50000
Complete	-
Treasure Chest	-
Drop	-
Steal	★G Enforcer
Other	-

MORTAL SHOCK

RANK 6

EFFECT 3 per MAG+1

ATK +5 and VIT +10. Adds Death to [Attack] and certain skills.

Method to Obtain	Cost/Location
Buy	15000/Nibel Accessories
Sell	7500
Complete	M5-2-3
Treasure Chest	-
Drop	-
Steal	★G Deleter, ★G Predator
Other	-

VENOM SHOCK

RANK 5

EFFECT 3 per MAG+1

ATK +3 and MAG +5. Adds Poison to [Attack] and certain skills.

Method to Obtain	Cost/Location
Buy	15000/Nibel Accessories
Sell	7500
Complete	M2-2-2, M5-1-5
Treasure Chest	-
Drop	-
Steal	G Warrior, G Battler
Other	-

MUTE SHOCK

RANK 5

EFFECT 3 per MAG+1

ATK +3 and MAG +5. Adds Silence to [Attack] and certain skills.

Method to Obtain	Cost/Location
Buy	15000/Nibel Accessories
Sell	7500
Complete	M4-1-5
Treasure Chest	-
Drop	-
Steal	★G Warrior, ★Mute Shock, G Deleter, G Predator
Other	-

SYSTEM SHOCK

RANK 6

EFFECT 3 per MAG+1

ATK +5 and VIT +10. Adds Stop to [Attack] and certain skills.

Method to Obtain	Cost/Location
Buy	15000/Nibel Accessories
Sell	7500
Complete	M4-3-2
Treasure Chest	-
Drop	-
Steal	G Devastator, G Guardian, G Enforcer
Other	-

PARALYZING SHOCK

RANK 6

EFFECT 3 per MAG+1

ATK +5 and VIT +10. Adds Stun to [Attack] and certain skills.

Method to Obtain	Cost/Location
Buy	15000/Nibel Accessories
Sell	7500
Complete	M7-2-6
Treasure Chest	-
Drop	-
Steal	★G Devastator, ★G Guardian
Other	-

SAFETY BIT

RANK 6

EFFECT 2 per SPR+1

SPR +30. Prevents Death.

Method to Obtain	Cost/Location
Buy	5000/Nibel Accessories
Sell	2500
Complete	-
Treasure Chest	M10-1-3
Drop	-
Steal	G Renegade
Other	-

STAR PENDANT

RANK 5

EFFECT 2 per SPR+1

SPR +20. Prevents Poison.

Method to Obtain	Cost/Location
Buy	3000/Research Dept. QMC, Nibel Accessories
Sell	1500
Complete	M7-1-2
Treasure Chest	M2-2-1
Drop	Slaps, Hornets
Steal	-
Other	Zack's supply pod (Chapter 3)

WHITE CAPE

RANK 5

EFFECT 3 per SPR+1

SPR +20. Prevents Silence.

Method to Obtain	Cost/Location
Buy	3000/Research Dept. QMC, Nibel Accessories
Sell	1500
Complete	-
Treasure Chest	Mt. Nibel—Reactor Entrance, M6-2-1, M10-1-3
Drop	-
Steal	★Slaps, Hornets, Killer Bee, Giant Hornets
Other	-

GRIS-GRIS BAG

RANK 5

EFFECT 3 per SPR+1

SPR +20. Prevents Curse.

Method to Obtain	Cost/Location
Buy	3000/Nibel Accessories
Sell	1500
Complete	M3-2-5
Treasure Chest	Modeo Ravine—Southwest, Cage of Binding, M7-2-2
Drop	Jack o' Lantern
Steal	★Dorky Face, Nightmare, Pumpkin, Jack o' Lantern, Shadow Monk, Experiment No. 118
Other	-

HEADBAND

RANK 5

EFFECT 3 per SPR+1

SPR +20. Prevents Stun.

Method to Obtain	Cost/Location
Buy	3000/Research Dept. QMC, Nibel Accessories
Sell	1500
Complete	M7-1-1, M7-4-3
Treasure Chest	Gongaga—Outskirts, M7-5-4, M9-4-2
Drop	-
Steal	-
Other	-

SPRINT SHOES

RANK 5

EFFECT 3 per SPR+1

SPR +20. Prevents Stop.

Method to Obtain	Cost/Location
Buy	3000/Nibel Accessories
Sell	1500
Complete	M4-2-5, M7-1-6
Treasure Chest	Modeo Ravine—North, M7-1-3
Drop	-
Steal	★Gargoyle
Other	-

PEARL NECKLACE

RANK 6

EFFECT 2 per SPR+1

SPR+20. Prevents Poison and Silence.

Method to Obtain	Cost/Location
Buy	8000/Nibel Accessories
Sell	4000
Complete	M7-1-4
Treasure Chest	Modeo Ravine—North, M3-2-2
Drop	G Lucifero, ★Grand Horn
Steal	★Diceratops, ★Wyerd, Grand Horn
Other	-

RIBBON

RANK 7

EFFECT 1 per SPR+1

Prevents all status ailments except Death.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	M5-4-6
Treasure Chest	-
Drop	-
Steal	Gaea Malboro
Other	-

SUPER RIBBON

RANK -

EFFECT -

Prevents all status ailments.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	-
Treasure Chest	M9-6-2
Drop	-
Steal	Great Malboro
Other	-

CURSED RING

RANK 1

EFFECT 1 per HP+10%

All attributes +10, HP and MP +10%. Guaranteed to curse the wearer.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	-
Treasure Chest	M2-4-4, M10-1-2
Drop	★Magic Pot
Steal	-
Other	Check Zack's supply pod 20 times during Chapter 1

MOON BRACER

RANK 7

EFFECT 1 per VIT+1

SPR +10. Keeps Barrier active.

Method to Obtain	Cost/Location
Buy	10000/Mythril Mine Traders
Sell	5000
Complete	M4-4-6
Treasure Chest	M1-5-4, M7-6-3, M9-4-3
Drop	-
Steal	-
Other	-

SHINING BRACER

RANK 7

EFFECT 1 per SPR+1

SPR +10. Keeps MBarrier active.

Method to Obtain	Cost/Location
Buy	10000/Mythril Mine Traders
Sell	5000
Complete	M6-4-5
Treasure Chest	M7-5-6, M7-6-5, M9-3-5, M9-4-6
Drop	-
Steal	-
Other	-

PROTECT RING

RANK 7

EFFECT 1 per VIT+1

SPR +20. Keeps Barrier and MBarrier active.

Method to Obtain	Cost/Location
Buy	30000/Mythril Mine Traders
Sell	15000
Complete	M7-6-3, M9-3-2, M9-5-3
Treasure Chest	M7-5-2
Drop	-
Steal	-
Other	-

FAERIE RING

RANK 7

EFFECT 1 per HP+10%

SPR +20. Keeps Regen active.

Method to Obtain	Cost/Location
Buy	20000/Mythril Mine Traders
Sell	10000
Complete	M2-5-5, M7-6-2
Treasure Chest	-
Drop	-
Steal	-
Other	-

TWISTED HEADBAND

RANK 7

EFFECT 1 per VIT+1

HP +5%. Keeps Endure status active.

Method to Obtain	Cost/Location
Buy	10000/Mythril Mine Traders
Sell	5000
Complete	M7-4-1, M7-6-5
Treasure Chest	M8-3-4
Drop	-
Steal	-
Other	-

SNIPER EYE

RANK 7

EFFECT 1 per ATK+1

Keeps Critical status active.

Method to Obtain	Cost/Location
Buy	50000/Network Shop Duo
Sell	25000
Complete	M9-4-6
Treasure Chest	M2-5-6
Drop	-
Steal	-
Other	-

PRECIOUS WATCH

RANK 7

EFFECT 1 per AP+10%

+10 LCK. Doubles gil dropped by enemy.

Method to Obtain	Cost/Location
Buy	10000/Network Shop Shade
Sell	5000
Complete	M9-4-4
Treasure Chest	-
Drop	Magic Pot
Steal	-
Other	-

JEWELED RING

RANK 7

EFFECT 1 per AP+10%

LCK +20. Doubles items dropped by enemy.

Method to Obtain	Cost/Location
Buy	10000/Network Shop Shade
Sell	5000
Complete	-
Treasure Chest	M9-5-4
Drop	Magic Pot
Steal	-
Other	-

MOG'S AMULET

RANK 7

EFFECT 1 per LCK+1

LCK +5. Items dropped or stolen will always be rare.

Method to Obtain	Cost/Location
Buy	10000/Sector 7 Shop
Sell	5000
Complete	M7-6-4
Treasure Chest	-
Drop	-
Steal	-
Other	-

BRIGAND'S GLOVES

RANK 7

EFFECT 1 per AP+10%

Guarantees a successful steal from an enemy.

Method to Obtain	Cost/Location
Buy	10000/Sector 7 Shop
Sell	5000
Complete	M7-4-2
Treasure Chest	M9-3-5
Drop	-
Steal	-
Other	-

DOC'S CODE

RANK 6

EFFECT 1 per AP+10%

Automatically uses Potion when HP is critically low.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	M6-2-5
Treasure Chest	M9-5-2
Drop	★Magic Pot
Steal	Kactuare
Other	-

FEATHER CAP

RANK 7

EFFECT 1 per HP+10%

At limit break, increases parameters by up to 3X.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	-
Treasure Chest	M4-3-2
Drop	Magic Pot
Steal	-
Other	-

FURY RING

RANK -

EFFECT -

Answers enemy attacks with a counterattack.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	-
Treasure Chest	-
Drop	-
Steal	★Tonberry Guard
Other	-

POWER SUIT

RANK 7

EFFECT 1 per ATK+1

HP +100%, MP -50%, AP -50%, +100 ATK and VIT, -50 MAG and SPR. Designed for nothing but brute-force brawls.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	M7-5-4
Treasure Chest	M6-6-6, M7-6-3
Drop	-
Steal	Vajradhara Asura
Other	-

ENERGY SUIT

RANK 2

EFFECT 1 per MAG+1

HP -50%, MP +100%, AP -50%, -50 ATK and VIT, +100 MAG and SPR. Designed for nothing but spell-based skirmishes.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	M7-5-5, M7-6-6
Treasure Chest	M9-6-5
Drop	-
Steal	Grannygalan
Other	-

ASSAULT TARGE

RANK 2

EFFECT 1 per ATK+1

ATK and VIT +50, MAG and SPR -80. Designed for nothing but offense.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	-
Treasure Chest	-
Drop	★Magic Pot
Steal	-
Other	-

IMPERVIOUS

RANK 2

EFFECT 1 per VIT+1

HP, MP, and AP +10%, -50 ATK and MAG, +120 VIT and SPR. Designed for nothing but defense.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	-
Treasure Chest	-
Drop	Magic Pot
Steal	-
Other	-

GOLD HAIRPIN

RANK 7

EFFECT 1 per MP+10%

Sets MP limit at 9999.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	M2-5-6, M7-3-4
Treasure Chest	M9-2-5, M9-6-4
Drop	-
Steal	Belial
Other	-

BLACK COWL

RANK 7

EFFECT 1 per AP+10%

Sets AP limit at 9999.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	M7-3-1
Treasure Chest	M2-5-5, M9-3-3
Drop	-
Steal	★Mock Soldier A, ★Diatryma
Other	-

SOUL OF THAMASA

RANK 7

EFFECT 1 per MP+10%

Stops expending MP.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	-
Treasure Chest	M9-4-4, M9-6-5
Drop	-
Steal	★Shadow Monk
Other	-

LAUREL CROWN

RANK 7

EFFECT 1 per AP+10%

Stops expending AP.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	M9-5-4
Treasure Chest	M9-6-2
Drop	★Diatryma
Steal	-
Other	-

MAGIC MASTER

RANK 2

EFFECT 1 per MP+10%

HP -50%, MP +50%, AP -50%, ATK and VIT -100, MAG and SPR +100. Stops expending MP and increases magic-related parameters.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	-
Treasure Chest	M9-4-5
Drop	-
Steal	★Mock Soldier C
Other	-

DARK AGENT

RANK 2

EFFECT 1 per AP+10%

HP +100%, MP -100%, AP +50%, ATK and VIT +100, MAG and SPR -100. Stops expending AP and increases attack-related parameters.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	-
Treasure Chest	M9-4-4
Drop	-
Steal	-
Other	-

ADAMAN BANGLE

RANK 7

EFFECT 1 per HP+10%

Sets HP limit at 99999.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	M7-3-6
Treasure Chest	M9-2-4, M9-5-4
Drop	-
Steal	★Grandpanzer
Other	-

BRUTAL

RANK 7

EFFECT 1 per ATK+1

Sets damage limit at 99999.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	M7-4-6, M9-5-1
Treasure Chest	M9-6-3
Drop	-
Steal	★Crazy Sword
Other	-

ZIEDRICH

RANK 7

EFFECT 1 per HP+10%

ATK, VIT, MAG and SPR +100. Halves all elemental attacks received.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	-
Treasure Chest	M9-5-6
Drop	-
Steal	-
Other	-

GENJI HELM

RANK -

EFFECT -

Stops expending MP and AP, and adds Libra effect.

Method to Obtain	Cost/Location
Buy	1000000/Network Shop Shade
Sell	500000
Complete	-
Treasure Chest	-
Drop	-
Steal	-
Other	-

GENJI ARMOR

RANK -

EFFECT -

Sets HP limit at 99999, and adds Endure and Regen effects.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	-
Treasure Chest	-
Drop	-
Steal	-
Other	Complete DMW Gallery

GENJI SHIELD

RANK -

EFFECT -

Keeps Barrier & MBarrier active, absorbs all elements, nulls all statuses.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	-
Treasure Chest	-
Drop	Magic Pot
Steal	-
Other	-

GENJI GLOVE

RANK -

EFFECT -

Sets damage limit at 99999 and makes all hits critical.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	-
Treasure Chest	M9-6-4
Drop	-
Steal	-
Other	-

DIVINE SLAYER

RANK -

EFFECT -

HP, MP, and AP +100%. ATK, VIT, MAG, SPR and LCK +50. Breaks all attack, HP, MP, and AP limits, and detects opponent's status.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	M9-6-6
Treasure Chest	-
Drop	-
Steal	-
Other	-

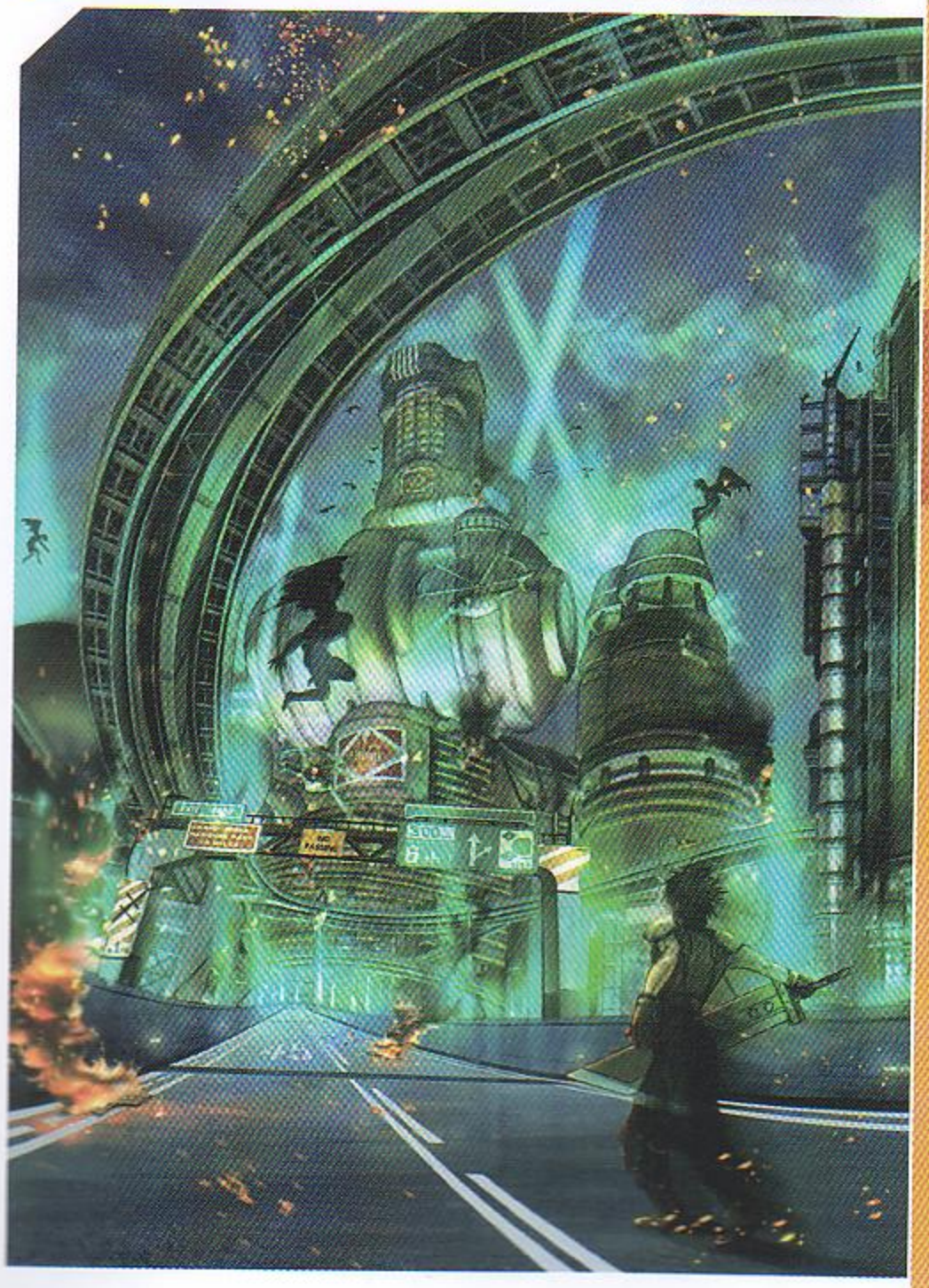
HEIKE SOUL

RANK -

EFFECT -

Unleashes all kinds of powers, but with a curse.

Method to Obtain	Cost/Location
Buy	-
Sell	-
Complete	-
Treasure Chest	-
Drop	-
Steal	-
Other	100% mission completion



FUSION ITEMS

HP MAKO STONE

RANK -

EFFECT 5 per HP+10%

Use five in Materia Fusion for HP +10% up to a maximum of +400%.

Method to Obtain	Cost/Location
Buy	-
Sell	5
Complete	M8-2-4
Treasure Chest	-
Drop	Sky Gunner, Spitfire, Grosspanzer
Steal	Crazy Dagger, ★Sweeper++, ★Needle Machine, ★Launcher Machine, ★Shooter Machine, ★Death Machine, ★Tonberry, ★Belzecue, Hellhound, Hippogriff, Steam Engine, Mine, General's Tank
Other	-

HP STONE

RANK -

EFFECT 3 per HP+10%

Use three in Materia Fusion for HP +10% up to a maximum of +660%.

Method to Obtain	Cost/Location
Buy	-
Sell	50
Complete	-
Treasure Chest	Mt. Nibel—Trail, M7-2-5
Drop	Tonberry King, ★Very Hungry, Mako Ifrit, Grandpanzer, ★Experiment No. 123
Steal	Sweeper+++, Stive Machine, Break Machine, Missile Machine, Death Machine BIS, ★Cerberus, Grosspanzer
Other	-

FAT CHOCOBO FEATHER

RANK -

EFFECT 1 per HP+10%

Use in Materia Fusion for HP +10% up to a maximum of +999%.

Method to Obtain	Cost/Location
Buy	-
Sell	500
Complete	M1-2-6
Treasure Chest	M2-4-4, M6-3-5, M9-5-1
Drop	★Jabberwock, Humbaba
Steal	Humbaba, G Lucifero, Jabberwock
Other	-

MP MAKO STONE

RANK -

EFFECT 5 per MP+10%

Use five in Materia Fusion for MP +10% up to a maximum of +400%.

Method to Obtain	Cost/Location
Buy	-
Sell	5
Complete	-
Treasure Chest	-
Drop	Scarab, G Eliminator, G Regicide
Steal	G Valiant, ★G Veritas, Repair Machine, ★A-Hound, ★Sea Worm, ★Land Worm, ★Experiment No. 115, ★Lava Worm, ★Worm Elite, ★Trap, Balloon, ★Nightmare, ★Experiment No. 118, Hollander
Other	-

MP STONE

RANK -

EFFECT 3 per MP+10%

Use three in Materia Fusion for MP +10% up to a maximum of +660%.

Method to Obtain	Cost/Location
Buy	-
Sell	50
Complete	-
Treasure Chest	M7-2-4
Drop	-
Steal	Lesser Worm, ★Volcano, ★Jack o' Lantern, ★Hollander
Other	-

LUNAR HARP

RANK -

EFFECT 1 per MP+10%

Use in Materia Fusion for MP +10% up to a maximum of +999%.

Method to Obtain	Cost/Location
Buy	-
Sell	500
Complete	M1-5-1, M6-1-5, M6-2-3
Treasure Chest	M3-4-6, M9-1-6
Drop	G General, ★Lesser Demon
Steal	★Mover RE
Other	-

AP MAKO STONE

RANK -

EFFECT 5 per AP+10%

Use five in Materia Fusion for AP +10% up to a maximum of +400%.

Method to Obtain	Cost/Location
Buy	-
Sell	5
Complete	-
Treasure Chest	-
Drop	★Spitfire, Kactuar, ★Grashtrike, ★Garnet Mole, ★G Eliminator, ★G Regicide, ★G Equites
Steal	Hell Slasher, ★Hunting Hound, Belzecue, ★Dark Nation, ★Replicon, Epiornis, Titanis
Other	-

AP STONE

RANK -

EFFECT 3 per AP+10%

Use three in Materia Fusion for AP +10% up to a maximum of +660%.

Method to Obtain	Cost/Location
Buy	-
Sell	50
Complete	-
Treasure Chest	M7-2-4
Drop	★G Intruder
Steal	Experiment No. 122, ★Lesser Worm, ★Titanis, ★Man Hunter
Other	-

ZEIO NUT

RANK -

EFFECT 1 per AP+10%

Use in Materia Fusion for AP +10% up to a maximum of +999%.

Method to Obtain	Cost/Location
Buy	-
Sell	500
Complete	-
Treasure Chest	M3-2-2, M3-4-6
Drop	Killer Bee, ★G Renegade
Steal	Dinornis, Diatryma, Experiment No. 117
Other	-

ATK MAKO STONE

RANK -

EFFECT 5 per ATK+1

Use five in Materia Fusion for ATK +1 up to a maximum of +40.

Method to Obtain	Cost/Location
Buy	-
Sell	5
Complete	M8-2-5
Treasure Chest	-
Drop	★G Centurion, ★G Slayer, ★G Paladin, Sky Armor, Vajradhara Kinnara, Experiment No. 116, ★Head Hunter, Genesis, G Equites, ★Experiment No. 114
Steal	G Veritas, G Spartan, G Marine, Moth Slasher, Crazy Saw, ★Drill Machine, ★Hell Slasher, ★Sweeper+, Sweeper++, Chain Machine, Shooter Machine, Death Machine, ★Master Tonberry, Guard Fang, Hunting Hound, Dark Nation, ★Hellhound, Replicon, ★Epiornis, Remedy Bomb, ★Touchy Bomb, ★Detonator, S Mine, ★Grashtrike, ★Garnet Mole, Diceratops
Other	-

POWER STONE

RANK -

EFFECT 3 per ATK+1

Use three in Materia Fusion for ATK +1 up to a maximum of +66.

Method to Obtain	Cost/Location
Buy	-
Sell	50
Complete	-
Treasure Chest	M4-2-3
Drop	Mock Soldier C, G Purgatorio, G Fine, Makonoid, Experiment No. 121, ★Tonberry Guard, ★Tonberry King, ★Experiment No. 122, ★Cerberus, Vajradhara Asura, ★Man Hunter, ★Killer Stinger, ★Most Hungry, Experiment No. 124, Experiment No. 123
Steal	Makonoid, ★Sweeper+++, ★Spike Machine, ★Dinornis, ★Very Hungry
Other	-

HERO DRINK

RANK -

EFFECT 1 per ATK+1

Use in Materia Fusion for ATK +1 up to a maximum of +100.

Method to Obtain	Cost/Location
Buy	-
Sell	500
Complete	M1-1-2, M4-4-1, M6-1-6
Treasure Chest	M6-3-6, M8-6-5
Drop	★Master Blade
Steal	Master Blade, ★Iron Claw, G Caina
Other	-

VIT MAKO STONE

RANK -

EFFECT 5 per VIT+1

Use five in Materia Fusion for VIT +1 up to a maximum of +40.

Method to Obtain	Cost/Location
Buy	-
Sell	5
Complete	M8-2-2
Treasure Chest	-
Drop	★Sky Gunner, ★Sky Armor, ★Hellhound, Vajradhara Yaksha, Vajradhara Cala, Vajradhara Rakshasa, Vajradhara Indra, Vajradhara Kumbhira, Experiment No. 114
Steal	★Moth Slasher, ★Crazy Saw, Drill Machine, Sweeper+, Needle Machine, ★Chain Machine, Launcher Machine, Barrier Machine, Coast Runner, Pachyornis, ★Remedy Bomb, ★Steam Engine, ★S Mine
Other	-

GUARD STONE

RANK -

EFFECT 3 per VIT+1

Use three in Materia Fusion for VIT +1 up to a maximum of +66.

Method to Obtain	Cost/Location
Buy	-
Sell	50
Complete	-
Treasure Chest	M4-2-3, M7-2-5
Drop	Mock Soldier B, ★Experiment No. 121, Crazy Sword, Tonberry Guard
Steal	★Crazy Dagger, Crazy Sword, Spike Machine, ★Stive Machine, ★Break Machine, ★Missile Machine, Volcano, Experiment No. 123
Other	-

ADAMANTITE

RANK -

EFFECT 1 per VIT+1

Use in Materia Fusion for VIT +1 up to a maximum of +100.

Method to Obtain	Cost/Location
Buy	-
Sell	500
Complete	M4-4-3
Treasure Chest	M5-1-6, M6-2-2
Drop	Scarlet Pick, ★Crazy Sword, Goliath
Steal	Goliath, Grandpanzer, G Antenora
Other	-

MAG MAKO STONE

RANK -

EFFECT 5 per MAG+1

Use five in Materia Fusion for MAG +1 up to a maximum of +40.

Method to Obtain	Cost/Location
Buy	-
Sell	5
Complete	M8-2-3
Treasure Chest	-
Drop	★G Veritas, ★G Spartan, ★G Eraser, ★G Smasher, ★G Blader, Master Tonberry, Red Cap, Boundfat, ★Sea Worm, ★Experiment No. 115, ★Lava Worm, King Scarab, ★A-Griffon, Griffon, ★Hippogriff, Remedy Bomb, Touchy Bomb, Gray Bomb, Steam Engine, Balloon, Mine, Detonator, S Mine, Experiment No. 120, Death Claw, Scissor Chitin, Experiment No. 113, G Dominator, Hollander
Steal	G Assailant, G Commando, G Centurion, ★G Marine, Master Tonberry, ★Guard Fang, Land Worm, Worm Elite, Trap, Touchy Bomb, Detonator, Experiment No. 120, Gargoyle, ★Killer Bee, Genesis, Experiment No. 114
Other	-

MAGIC STONE

RANK -

EFFECT 3 per MAG+1

Use three in Materia Fusion for MAG +1 up to a maximum of +66.

Method to Obtain	Cost/Location
Buy	-
Sell	50
Complete	-
Treasure Chest	M7-2-4
Drop	Mock Soldier A, ★Makonoid, Gremlin, Imp, Lesser Demon, Lesser Worm, ★Abyss Worm, Volcano, Destroyer, ★Experiment No. 120, Explosive, Scissor Claw, Iron Claw, Evilgoyle, Giant Hornets, ★Hollander
Steal	Experiment No. 121, Tonberry Guard, Cerberus, Experiment No. 124, ★Experiment No. 123
Other	-

DARK MATTER

RANK -

EFFECT 1 per MAG+1

Use in Materia Fusion for MAG +1 up to a maximum of +100.

Method to Obtain	Cost/Location
Buy	-
Sell	500
Complete	M6-1-4, M6-6-5
Treasure Chest	M6-4-6
Drop	Shadow Monk, ★Lesser Worm, Angra Mainyu
Steal	Makonoid, ★Deathgaze, G Ptolomea, G Fine, Hollander
Other	-

SPR MAKO STONE

RANK -

EFFECT 5 per SPR+1

Use five in Materia Fusion for SPR +1 up to a maximum of +40.

Method to Obtain	Cost/Location
Buy	-
Sell	5
Complete	M8-2-1
Treasure Chest	-
Drop	Ahriman, Evil Eye, Deathgaze, ★Boundfat, ★Land Worm, ★Worm Elite, ★Steam Engine, ★Detonator, ★S Mine, Mandragora, Razor Weed, Green Grass, Mandrake
Steal	G Prowler, G Scutatus, ★G Spartan, ★G Centurion, G Diver, MBarrier Machine, A-Hound, Ahriman, Sea Worm, Experiment No. 115, Lava Worm, A-Griffon, Griffon, Gray Bomb, Grenade
Other	-

MIND STONE

RANK -

EFFECT 3 per SPR+1

Use three in Materia Fusion for SPR +1 up to a maximum of +66.

Method to Obtain	Cost/Location
Buy	-
Sell	50
Complete	-
Treasure Chest	M3-2-5, M4-2-3, M7-2-4
Drop	★Mock Soldier A, ★Mock Soldier B, ★Mock Soldier C, ★Deathgaze, ★Gremlin, Imp, Hexodon, ★Volcano, Nightmare, Grannygalan
Steal	G Hoplite, G Peltast, ★Experiment No. 121, Evil Eye, Deathgaze, Abyss Worm, Destroyer, Explosive, ★Killer Stinger
Other	-

MYTHRIL

RANK -

EFFECT 1 per SPR+1

Use in Materia Fusion for SPR +1 up to a maximum of +100.

Method to Obtain	Cost/Location
Buy	-
Sell	500
Complete	M3-4-3, M6-6-2
Treasure Chest	M7-3-4
Drop	G Hetairos, Holy Tonberry, Gaea Malboro, ★G Purgatorio, ★Tycoon, Gaea Malboro, Diceratops
Steal	G Purgatorio, Holy Tonberry, ★G Paladin, G Judecca, Mover EX
Other	-

LCK MAKO STONE

RANK -

EFFECT 5 per LCK+1

Use five in Materia Fusion for Luck +1 up to a maximum of +40.

Method to Obtain	Cost/Location
Buy	-
Sell	5
Complete	M8-2-6
Treasure Chest	-
Drop	Kactuer
Steal	Crit Machine, ★Coast Runner, ★Pachyormis, ★Head Hunter
Other	-

LUCK STONE

RANK -

EFFECT 3 per LCK+1

Use three in Materia Fusion for Luck +1 up to a maximum of +66.

Method to Obtain	Cost/Location
Buy	-
Sell	50
Complete	M7-2-5
Treasure Chest	-
Drop	Kactaar, Kactuare
Steal	Mock Soldier A, Mock Soldier C, ★Experiment No. 122, ★Giant Hornets
Other	-

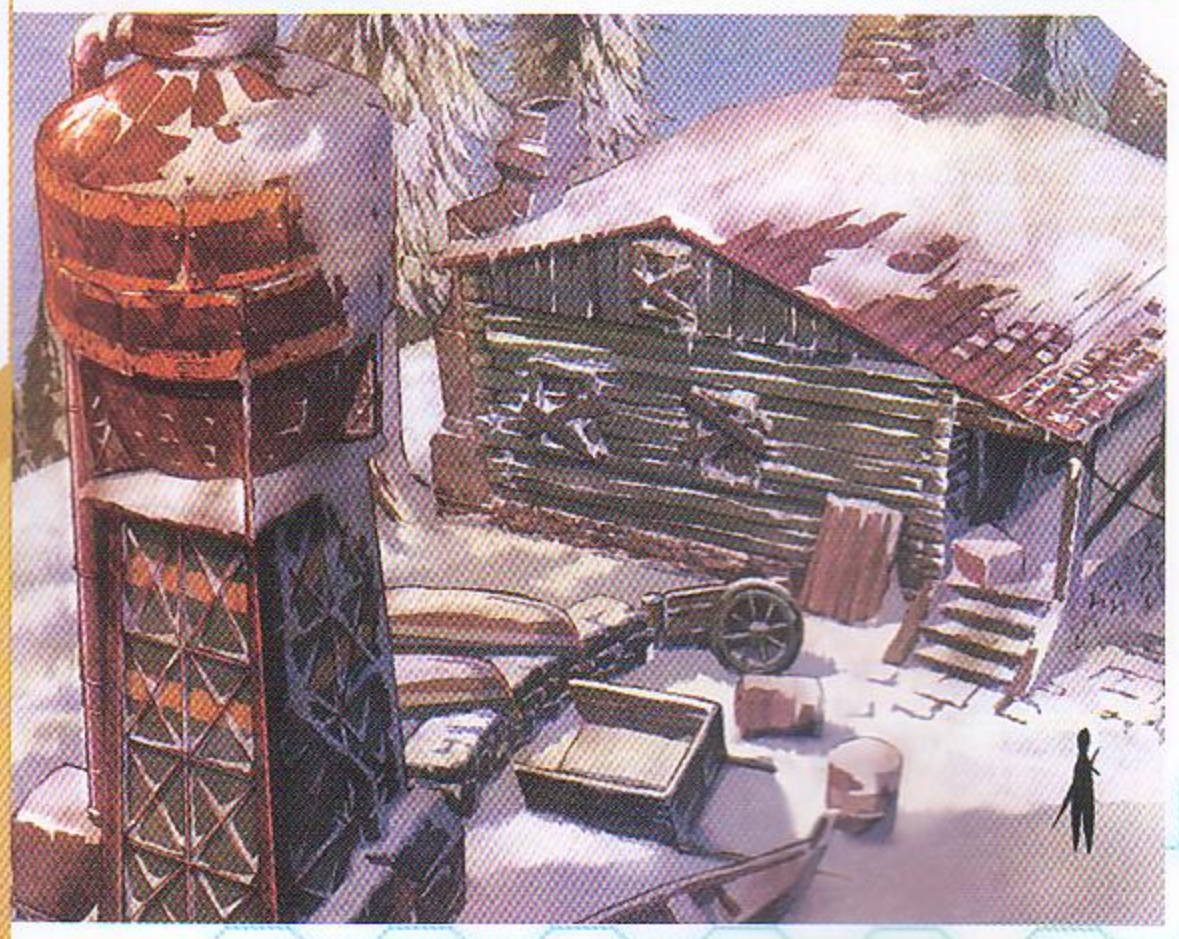
GYSAHL GREENS

RANK -

EFFECT 1 per LCK+1

Use in Materia Fusion for Luck +1 up to a maximum of +100

Method to Obtain	Cost/Location
Buy	-
Sell	500
Complete	M2-4-1, M10-2-2
Treasure Chest	M3-3-4, M6-5-2
Drop	★Kactaar, ★Kactuare
Steal	Kactaar
Other	-

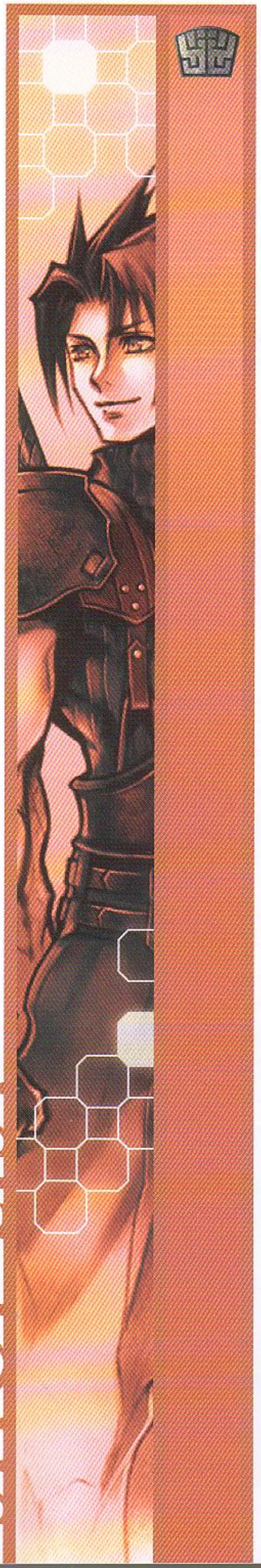


KEY ITEMS

	Name	Description	Location/Obtain
	Ifrit materia	Adds Hellfire to DMW. Damages enemies.	Complete M8-1-1
	Bahamut materia	Adds Megaflare to DMW. Damages enemies.	Complete M8-1-4
	Bahamut Fury materia	Adds Exaflare to DMW. Damages enemies.	Complete M8-5-6
	Odin materia	Adds Zantetsuken to DMW. Instantly defeats foes.	Complete M8-1-6
	Phoenix materia	Adds Rebirth Flame to DMW. Attacks enemies and activates Raise.	Obtained during 7 Wonders of Nibelheim quest
	Chocobo Feather	Adds Chocobo Stomp to DMW. Damages enemies.	Treasure chest during M8-4-1
	Cactus Thorn	Adds 1000 Needles to DMW. Damages enemies.	Complete M10-1-3
	Tonberry's Knife	Adds Murderous Thrust to DMW. Damages enemies.	Complete M10-2-3
	Cait Sith's Megaphone	Adds Courage Boost! to DMW. Supports recovery and defense.	Treasure chest during M8-4-3
	Moogle's Amulet	Adds Moogle Power to DMW. Supports Materia growth.	Treasure chest during M8-4-4
	Magic Pot Tricks	Adds Item Mugger to DMW. Supports item procurement.	Obtained by appeasing a Magic Pot
	Sector 8—Materia Shop	Online shopping address for the Sector 8 materia shop.	Complete M6-2-1
	Sector 5—Materia Shop	Online shopping address for the Sector 5 materia shop.	Complete M6-2-3
	Sector 6—Accessory Shop	Online shopping address for the Sector 6 accessory shop .	Complete M6-2-6
	Sector 7—Shop	Online shopping address for the Sector 7 shop .	Treasure chest during M4-4-3
	Research Dept. QMC	Online shopping address for the Investigative Support Room.	Unlocked through normal gameplay halfway through Chapter 4
	Research Dept. QMC+	Online shopping address for the Secret Investigative Support Room.	Treasure chest in Gongaga—Outskirts during Chapter 10
	The Happy Turtle	Online shopping address for the Happy Turtle's main store.	Treasure chest during M4-3-6
	Wutai Secret Shop	Online shopping address for the Wutai Secret Shop.	Complete M4-2-6
	Gongaga Trading	Online shopping address for Gongaga Trading.	Complete M2-3-1
	Nibel Accessories	Online shopping address for Nibel Accessories.	Treasure chest during M6-4-4
	Junon Souvenirs	Online shopping address for Junon Souvenirs.	Treasure chest during M2-4-1

	Name	Description	Location/Obtain
	Bone Village Commerce	Online shopping address for Bone Village Commerce.	Treasure chest during M7-5-3
	Mythril Mine Traders	Online shopping address for Mythril Mine Traders.	Complete M2-4-5
	Network Shop Duo	Online shopping address for Network Shop Duo.	Treasure chest during M9-3-3
	Network Shop Shade	Online shopping address for Network Shop Shade.	Treasure chest during M9-5-4
	Keychain	Adds a slot for an additional accessory to be equipped.	Complete M7-2-2
	Backpack	Adds one more slot for an additional accessory to be equipped.	Complete M7-2-5
	Item Fusion Tome	Enables items in Materia Fusion.	Complete M7-2-1
	Craftsman Monthly	Includes a craftsman's instructions for building a hand cart.	Received from Shinra soldier in LOVELESS Avenue after completing M1-2-6
	Walnut Wood	Resilient yet workable lumber of beautiful color and grain.	Reward for catching Wutai spies during Chapter 6
	Premium Tire	A durable tire built for speed.	Received from SOLDIER 3rd Class in briefing room after completing M7-1-6
	Mythril Tools	Light, tough tools made of mythril, suitable even for detailed handiwork.	Received from Shinra scientist in Shinra building vehicle display room after completing M2-1-6
	Shinra Lunch Cart Specs	Design specifications for the lunch cart used inside the Shinra building.	Reward for Squats mini-game in Training Room during Chapter 6
	Shinra Ceramic	Ceramic used in most of Shinra's machines.	Reward for Squats mini-game in Training Room during Chapter 6
	Shinra Treads	Treads used on Shinra's Gun Bull Head.	Reward for Squats mini-game in Training Room during Chapter 6
	Shinra Solder	High-grade solder who is easy to use for solid connections.	Reward for Squats mini-game in Training Room during Chapter 6
	How to Build a Wagon	Do-it-yourself instructions for the beginner with easy-to-follow steps.	On the ground in Sector 5 Slums—Church Entrance
	Old Lumber	An old piece of wood that nevertheless has a charm all its own.	On the ground in Sector 5 Slums—Market
	Worn Tire	A worn-out tire that still has some life in it.	Received from a man on LOVELESS Avenue
	Used Tools	Rusty second-hand tools that are nevertheless sufficient.	On the ground in Sector 5 Slums—Church Entrance
	Jail Cell Key	Keys to open the jail cell.	Steal from Experiment No. 97
	Boiler Handle	Handle to open the boiler valve.	Found in Modeoheim
	Gold Shard	A shining shard of gold dropped by a bomb.	Obtained during 7 Mysteries of Nibelheim quest
	Dresser Key	Keys to the dresser.	Obtained and used during Chapter 8

	Name	Description	Location/Obtain
	SOLDIER Outfit	SOLDIER 1st Class outfit found in Shinra Manor.	Obtained and used during Chapter 10
	Goddess Base Key	One of the keys needed to open the Goddess Gate.	Obtained and used during Chapter 10
	Goddess Sacral Key	One of the keys needed to open the Goddess Gate.	Obtained and used during Chapter 10
	Goddess Solar Key	One of the keys needed to open the Goddess Gate.	Obtained and used during Chapter 10
	Goddess Heart Key	One of the keys needed to open the Goddess Gate.	Obtained and used during Chapter 10
	Goddess Throat Key	One of the keys needed to open the Goddess Gate.	Obtained and used during Chapter 10
	Goddess Third Eye Key	One of the keys needed to open the Goddess Gate.	Obtained and used during Chapter 10
	Goddess Crown Key	One of the keys needed to open the Goddess Gate.	Obtained and used during Chapter 10
	Goddess Wing Key	Keys to open the Wing Gate.	Obtained and used during Chapter 10
	Laboratory Key	Keys to the laboratory.	Obtained and used during Chapter 10
	Iron Bars Key	Keys to the iron bars.	Obtained and used during Chapter 10
	Light Materia	One of the Goddess Materia.	Obtained and used during Chapter 10
	Heaven Materia	One of the Goddess Materia.	Obtained and used during Chapter 10
	Ground Materia	One of the Goddess Materia.	Obtained and used during Chapter 10
	Star Materia	One of the Goddess Materia.	Obtained and used during Chapter 10
	Life Materia	One of the Goddess Materia.	Obtained and used during Chapter 10
	Being Materia	One of the Goddess Materia.	Obtained and used during Chapter 10
	Sabbath Materia	One of the Goddess Materia.	Obtained and used during Chapter 10
	Coffin Keys	Keys to open a coffin.	Dropped by Sahagin during Nibelheim incident
	Tissue	A pack of low-quality tissue.	Consolation prize for Sector 5 guessing game
	Gold Rolling Pin	Convert to money and see…	Complete M6-6-4; treasure chest during M4-4-1, M8-6-1; rare steal from Holy Tonberry; lv5 Item Mugger



SHOP LIST

Midgar is an extremely friendly place for consumers. Buying and selling is easy, instant, and can occur at any time and place outside of combat. The only caveat is that just one shop is available at the outset. The online addresses to all other shops must be earned or discovered, usually by completing missions (or scouring for them in hidden treasure chests). The rewards for seeking out hidden shops are well worth it, however, as many useful accessories and materia become available at shops well before they can be earned through normal gameplay.

SHINRA BUILDING SHOP

Open to all Shinra employees.

Availability: *This shop is accessible at the beginning of the game.*

Item	Price
Potion	50
Ether	200

Item	Price
Soma	200
Remedy	200

SECTOR 8—MATERIA SHOP

Top sales in the world; plenty of useful selections.

Availability: *During Chapter 6, speak to the Shinra executive and his secretary in the Shinra building lobby. This unlocks Mission 6-2-1; complete it to unlock this shop.*

Item	Price
HP Up	1000
MP Up	1000

Item	Price
AP Up	1000
Drain	5000

Item	Price
Osmose	4000

SECTOR 5—MATERIA SHOP

A well-established shop; traditional selections in stock.

Availability: Complete the string of missions unlocked by speaking to the Shinra executive in Chapter 6; victory in Mission 6-2-3 unlocks this shop.

Item	Price
ATK Up	1000
VIT Up	1000

Item	Price
MAG Up	1000
SPR Up	1000

Item	Price
Poison	1000
Silence	1000

SECTOR 6—ACCESSORY SHOP

Wildly popular with all generations of shoppers.

Availability: *Complete Mission 6-2-6 (another mission in the string unlocked by speaking to the Shinra executive in Chapter 6) to unlock this shop.*

Item	Price
Bronze Bangle	500
Bronze Armlet	500
Chocobo Armlet	500

Item	Price
Wrist Band	1000
Bulletproof Vest	1000
Earrings	1000

Item	Price
Amulet	1000



SECTOR 7—SHOP

An underground outlet favored by anti-Shinra groups.

Availability: *During or after Chapter 3, complete Mission 4-1-1 through Mission 4-2-6. This unlocks Mission 4-4-1. Complete Mission 4-4-1 and Mission 4-4-2, then find this shop's address inside a treasure chest during Mission 4-4-3. Note that the Mog's Amulet and Brigand's Gloves accessories, when equipped together, ensure a rare drop on every steal attempt or kill. The Wizard Bracelet absorbs all Ice, Thunder, and Fire damage and converts it into HP.*

Item	Price
Fire Ring	3000
Fire Armlet	3000
Ice Ring	3000

Item	Price
Ice Armlet	3000
Lightning Ring	3000
Lightning Armlet	3000

Item	Price
Dragon Armlet	20000
Wizard Bracelet	80000
Element Blade	20000

Item	Price
Brigand's Gloves	10000
Mog's Amulet	10000
X-Potion	3000

RESEARCH DEPT. QMC

For all members of the Turks to procure their equipment.

Availability: *Defeat the G Eraser halfway through Chapter 3 to unlock this shop.*

Item	Price
Fire	1000
Blizzard	1000
Thunder	1000

Item	Price
Cure	1000
Esuna	3000
Libra	1000

Item	Price
Star Pendant	3000
White Cape	3000
Headband	3000

RESEARCH DEPT. QMC+

Only for selected members of the Turks.

Availability: *Find this shop's address inside a treasure chest in Gongaga Village during Chapter 9. The purple-colored, DMW-oriented materia available at this shop increase the chances of achieving certain Limit Breaks during a Power Surge.*

Item	Price
Firaga	10000
Blizzaga	10000
Thundaga	10000

Item	Price
Octaslash	10000
Rush Assault	10000
Air Strike	10000

Item	Price
Meteor Shots	10000
Healing Wave	10000
Lucky Stars	10000

Item	Price
Hi-Potion	500

THE HAPPY TURTLE

A countrywide chain with its head office in Wutai.

Availability: *During Chapter 6, Zack is tasked with finding six Wutai spies hidden in and around the Shinra building. Mission 4-3-1 through Mission 4-3-6 are unlocked by unmasking each spy. Shake down potential spies by speaking to them repeatedly. Actual spies grow more agitated upon subsequent discussions and reveal themselves after three interrogations. After stemming the tide of enemy intel, find the shop address for the Happy Turtle inside a treasure chest during Mission 4-3-6.*

Item	Price
Fira	3000
Blizzara	3000
Thundara	3000

Item	Price
Cura	3000
Regen	5000
Barrier	4000

Item	Price
MBarrier	4000
Dispel	5000
Dash	5000

WUTAI SECRET SHOP

An illegal operation favored by Wutai remnants.

Availability: *During or after Chapter 3, complete Mission 4-1-1 through Mission 4-2-6 to unlock this shop. Purchasing and equipping the Hell Blizzaga, Status Strike, and Status Ward materia together as early as possible greatly increases protection and offense for the rest of the game.*

Item	Price
Quake	18000
Hell Firaga	15000
Hell Blizzaga	15000
Hell Thundaga	15000

Item	Price
Drain Blade	10000
Power Drain	14000
Aerial Drain	18000
Status Strike	40000

Item	Price
Status Ward	40000
Elemental Strike	40000
Elemental Ward	40000
Firaga Blade	10000

Item	Price
Blizzaga Blade	10000
Thundaga Blade	10000

GONGAGA TRADING

Pioneered online shopping to compensate for its rural location.

Availability: *This shop is only accessible toward the end of the game. Clear Mission 2-2-5, Mission 2-2-6, and finally Mission 2-3-1 during the game's final chapter to unlock Gongaga Trading.*

Item	Price
Carbon Bangle	8000
Rune Armlet	8000

Item	Price
Sea Chocobo Armlet	8000
Hyper Wrist	8000

Item	Price
Shinra Beta	8000
Hypno Crown	8000

Item	Price
Tarot Cards	8000
Drainga	18000

NIBEL ACCESSORIES

Made possible by the abundance of mako.

Availability: *The Nibel shop is also unlocked in the string of missions accessible after speaking to the Shinra executive in the Shinra building lobby during Chapter 6. Complete Mission 6-2-1 through Mission 6-4-3, then find the address for this shop inside a treasure chest during Mission 6-4-4.*

Item	Price
Mortal Shock	15000
Venom Shock	15000
Mute Shock	15000

Item	Price
System Shock	15000
Paralyzing Shock	15000
Safety Bit	5000

Item	Price
Star Pendant	3000
White Cape	3000
Gris-Gris Bag	3000

Item	Price
Headband	3000
Sprint Shoes	3000
Pearl Necklace	8000

JUNON SOUVENIRS

A shop by the sea, popular with tourists.

Availability: *Like Gongaga Trading, Junon Souvenirs becomes available late in the game. Complete Mission 2-2-5 and Mission 2-2-6 during the game's final chapter to unlock Mission 2-3-1 through Mission 2-3-6. Completing these missions in turn opens Mission 2-4-1. The Junon Souvenirs shop address is hidden in a treasure chest in this mission. As with the Limit Break materia available at the Research Dept. QMC+ shop, the wares available here will increase the likelihood that certain summons appear during a Power Surge.*

Item	Price
Chocobo Stomp	10000
1000 Needles	10000

Item	Price
Murderous Thrust	10000
Courage Boost!	10000

Item	Price
Moogle Power	10000
Item Mugger	10000



BONE VILLAGE COMMERCE

A shop in Bone Village where many rarities are dug up.

Availability: *Starting with Chapter 5, a long string of missions leads to this shop, with many worthwhile bonuses along the way. Complete Mission 7-2-1 through Mission 7-2-6 (picking up two more accessory slots and the ability to include items in Materia Fusion), then Mission 7-3-1 through Mission 7-5-2 before finding the address to this shop during Mission 7-5-3. The materia available at this advanced shop primarily deal with increasing the chances of activating a summon during a Power Surge.*

Item	Price
Hellfire	10000
Megaflare	10000

Item	Price
Zantetsuken	10000
Rebirth Flame	10000

Item	Price
Exaflare	10000
Graviga	15000

MYTHRIL MINE TRADERS

A shop in the famous Mythril Mines.

Availability: *Like the Junon and Gongaga shops, Mythril Mine Traders isn't open for business until late in the game. Complete Mission 2-2-5 and Mission 2-2-6 during the game's final chapter before plowing through to Mission 2-4-5. Complete this mission to access Mythril Mine Traders.*

Item	Price
Moon Bracer	10000
Shining Bracer	10000

Item	Price
Protect Ring	30000
Faerie Ring	20000

Item	Price
Twisted Headband	10000

NETWORK SHOP DUO

Lord Duo's online shop based in Gold Saucer.

Mission 8-4-1, and all the missions that follow it, become accessible starting with Chapter 4. Many of these missions are difficult, however, so you may need to wait until later in the game to complete them. Finish Mission 8-4-1 through Mission 9-3-2 to find this shop address during Mission 9-3-3.

Item	Price
Blaze Armlet	10000
Snow Armlet	10000

Item	Price
Bolt Armlet	10000
Escort Guard	40000

Item	Price
Sniper Eye	50000
Dragon Armlet	20000

Item	Price
Wizard Bracelet	80000
Element Blade	20000

NETWORK SHOP SHADE

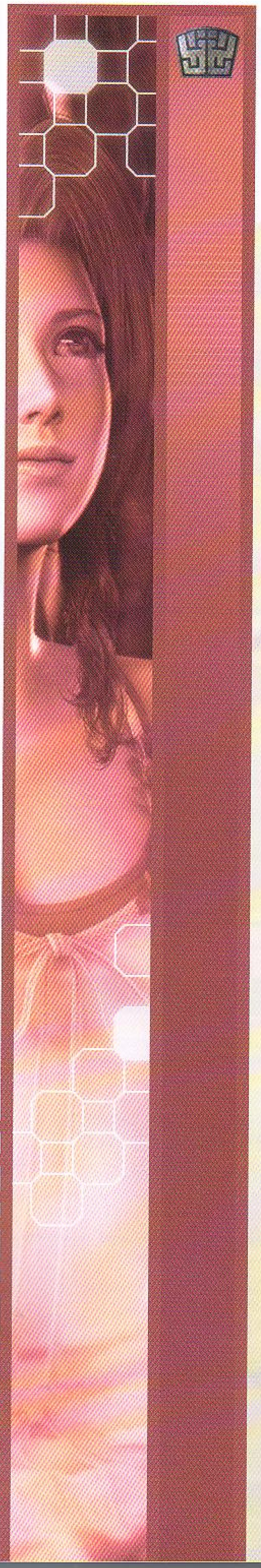
An online shop in an unknown location.

Availability: *As with Network Shop Duo, Network Shop Shade is accessed by completing a long string of difficult missions. Mission 8-4-1 through Mission 9-5-3 must be cleared before this exclusive shop's address is found in a treasure chest during Mission 9-5-4. The Genji Helm, which reduces MP and AP consumption to 0 while granting a permanent Libra effect, is available here for the low price of one million gil! This accessory, one of the best in the game, can only be purchased once.*

Item	Price
Precious Watch	10000
Jeweled Ring	10000

Item	Price
Apocalypse	10000
Dualcast	30000

Item	Price
Genji Helm	1000000



BESTIARY

1. **Name:** *The enemy's name. Occasionally repeated if the same enemy has different parameters during separate encounters.*

2. **Location:** *The areas and missions the enemy inhabits. A ★before the location indicates that the enemy appears as part of a boss-style fight that Zack cannot flee.*

3. **Attributes:** *These are used to calculate damage and defense. For physical attacks, the aggressor's ATK checks against the defender's VIT; for magical assaults, attacker MAG is checked against defender SPR. While familiarity with how the game handles damage isn't necessary, the formulas help show how to give damage the biggest boost. In short: level up your materia and boost those attributes! Likewise, to reduce damage as much as possible keep Barrier/MBarrier up and raise VIT and SPR. The game uses three main formulas to calculate damage. Their titles are in the ability tables in this guide, illustrating which formula a given ability uses. One of these formulas is checked first, then the result is multiplied by the Materia Growth Coefficient. Work from left to right in the formulas, rounding down at any asterisk (*).*

ATK (or MAG 1): *Used for physical attacks, limit breaks, and summons. For physical attacks and skills, use aggressor's ATK and defender's VIT; for limit breaks and summons, use aggressor's MAG and defender's SPR.*

Coefficient A: (ATK x 1.25)*

Coefficient B: [(Aggressor's Level x2 + ATK) x 0.625]*

Stamina Coefficient: [(260 –VIT)/255]*

Damage: (Coefficient A x Coefficient B/4 + ATK)* x Base power of ability/16* x [Random number between 240-271]/256* x Stamina Coefficient

MAG 2: *Used for a vast majority of the game's magic attacks. Use aggressor's MAG and defender's SPR.*

Spirit Coefficient: [(260 – SPR)/255]*

Damage: (Base Power of spell + Aggressor's Level) x Base power of spell/24* x (MAG + 20) x (Random number between 240-271)/256* x Spirit Coefficient

MAG 3: *Used to determine effects of healing spells.*

Random Coefficient: (Random number between 240-271)/256*

Healing: (Level + MAG) x (Base Power of spell x 1.5)* x Random Coefficient

Materia Growth Coefficient: *Upon finding the result of either ATK/MAG 1, MAG 2 or MAG 3, it's time to use the Materia Growth Coefficient to get the final damage/healing figure. Multiply the first result by the Materia Growth Coefficient for the actual total. Growth per level is listed in the "Materia & Abilities" chapter. Again, knowing this is completely unnecessary, but playing with the formulas for even a moment shows that using Mastered materia and increasing attributes are easily the most important aspects to increasing damage.*

Materia Growth Coefficient: (Growth per level x materia level + 128)/128

4. **EXP/SP/Gil:** *Although the stat is transparent to the player, enemies do award EXP upon defeat. Lucky 777 will only appear during Modulating Phase when Zack's accumulated sufficient EXP—leveling up is not just luck! SOLDIER Points and gil are also awarded after battle. Equip the Precious Watch or Heike Soul to double the amount of gil dropped.*





❺ **Effects:** *Some enemies come equipped with a beneficial effect like Endure, Null Physical, or Regen. Be mindful of these buffed foes, who are usually more powerful than other enemies.*

❻ **Elemental Attributes:** *Fire, Ice, and Thunder spells will strike different foes in different ways. The results are listed here.*

Results	
Absorb	Foe is particularly strong to this element; will absorb damage as HP.
X	Null effect; ability will be guarded, causing no damage.
Half	Enemy has a strong resistance; 50% of normal damage will be dealt.
-	Most common entry; ability will do 100% of normal damage.
Weak	This is the ememy's weak point; ability will do 200% of normal damage.



WU[1] SOLDIER XIN

Locat[2] -6-1, M7-6-3

Level	HP	MP	[3]	VIT	MAG	SPR	LCK	EXP	SP	Gil	[5]
60	20350	34		22	16	21	1	712	32	40	

[4]

[12] Drop: Potion, ★Potion x2

Steal: Potion, ★Potion x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	R[8]y	S[9]r	I[10]pt	[11]
-	-	-	0	0	0	X	0	200	0	0	0.7s	4	0	X

[6] [7]

❼ **Status Resistance:** *The likelihood that crippling status effects work on a given enemy are shown here. An "X" in any given field indicates that a status effect will not work. On the other hand, a number indicates that enemy's resistance rating to a given effect. Gravity is straightforward—it will either work, or it won't (indicated by "0" or "X"). For other status effects, the game uses a formula to determine the percentage chance that an effect will work. Base effect power is located in the ability tables. Zack's own resistance to all effects is 0.*

Base effect power + aggressor's level x2 – (defender's resistance + defender's level x2)

Base effect rating receives a bonus of (Effect growth per level x materia's level)

❽ **Recovery:** *When enemies perform actions, they are forced to wait before acting again. This number represents their waiting period in seconds. Enemies with short recovery periods tend to make tougher foes, as foes with a longer recovery period are usually easier to flank.*

❾ **Stagger:** *The foe's stagger rating. Zack's own rating is 5. All attacks also have a stagger rating and a simple formula is used to determine whether a heavy stagger takes place on contact. Criticals add +1 to an action's stagger rating.*

Target Stagger – Action Stagger	Effect
1 or less	Heavy Stagger
3-3	Light Stagger
4-5	Brief Stun
6 or greater	No effect

❿ **Interrupt:** *Whether the enemy can have its actions interrupted by your strikes or not.*

⓫ **Float:** *A "0" in this field indicates an enemy floats off the ground, thus giving it the ability to avoid the powerful Quake spell.*

⓬ **Spoils:** *The rewards from a battle, whether upon completion or by use of the Steal and Mug materia. Rare drops are indicated with a ★. Use the Mog's Amulet, Brigand's Gloves, Jeweled Ring, and Heike Soul items to improve the quality and quantity of looted items!*

SHINRA SOLDIERS



SENTRY

Location: ★Midgar Streets, ★M1-1-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
3	210	2	3	2	1	1	3	1	1	0	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	0.5s	4	0	X



STORM TROOPER

Location: M1-2-1, M1-2-2, M1-2-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
8	538	3	16	3	2	2	5	8	8	20	-

Drop: Potion

Steal: Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	0.7s	4	0	X



GRENADE COMBATANT

Location: ★Nibelheim, ★M1-1-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
23	2840	4	20	3	2	3	7	133	12	30	-

Drop: Potion, ★Potion x2

Steal: Potion, ★Potion x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.3s	4	0	X



CHIEF PETTY OFFICER

Location: ★M1-1-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
26	3759	6	21	2	2	4	9	48	12	30	-

Drop: Potion, ★Potion x2

Steal: Potion, ★Potion x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.3s	4	0	X



SPECIAL OPS OFFICER

Location: ★M1-1-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
27	5460	8	26	2	3	5	10	56	16	40	-

Drop: Potion, ★Potion x2

Steal: Potion, ★Potion x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.3s	4	0	X



COMBATANT

Location: ★M1-1-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
28	5928	10	30	2	3	6	10	63	16	50	-

Drop: Potion, ★Potion x2

Steal: Potion, ★Potion x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1s	4	0	X



GUARD

Location: ★M1-1-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
30	7180	12	34	2	4	8	13	93	20	60	-

Drop: Potion, ★Potion x2

Steal: Potion, ★Potion x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	0.8s	4	0	X



MOCK SOLDIER B

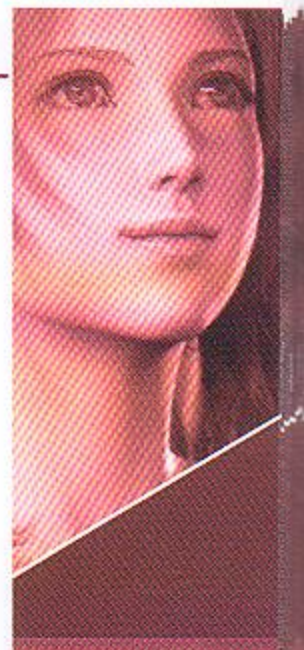
Location: M9-6-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
80	92500	5280	142	195	202	36	1	2518	300	0	Wall, Regen, Criticals, 0 MP Cost

Drop: Guard Stone, ★Mind Stone

Steal: Phoenix Down

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.7s	4	X	X





SHINRA TROOP

Location: Epilogue

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
29	6150	11	31	65	3	7	12	0	20	0	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	X	1.3s	4	0	X



CORPORAL

Location: ★M1-2-1, M1-2-2, M1-2-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
13	782	14	10	8	3	8	10	16	8	40	-

Drop: Potion

Steal: Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.7s	4	0	X



CAPTAIN

Location: ★Nibelheim, ★M1-1-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
25	4980	16	23	13	4	10	11	202	12	80	-

Drop: Potion, ★Hi-Potion

Steal: Potion, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.3s	4	0	X



SERGEANT

Location: ★M1-1-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
27	8190	20	29	19	6	12	16	122	16	80	-

Drop: Potion, ★Potion x2

Steal: Potion, ★Potion x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.3s	4	0	X



SERGEANT MAJOR

Location: ★M1-1-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
29	11376	22	31	21	6	13	18	133	20	90	-

Drop: Potion, ★Hi-Potion

Steal: Potion, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1s	4	0	X



WARRANT OFFICER

Location: ★M1-1-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
30	14971	24	48	23	7	16	20	138	20	100	-

Drop: Potion, ★Hi-Potion

Steal: Potion, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1s	4	0	X



ENSIGN

Location: ★M1-1-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
33	22106	33	51	33	11	24	38	171	24	120	-

Drop: Potion, ★Hi-Potion

Steal: Potion, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	0.7s	4	0	X



CAPTAIN

Location: Epilogue

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
31	8280	28	49	24	8	21	24	0	24	0	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	X	2s	4	0	X

WUTAI FORCES



WUTAI PRIVATE

Location: Mt. Tamblin, M4-1-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
3	178	9	6	11	3	3	1	4	1	12	-

Drop: Potion
Steal: Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	3s	4	0	X



WUTAI SOLDIER JIA

Location: M4-1-3, M4-1-4, M4-3-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
14	691	10	14	13	5	4	9	8	8	16	-

Drop: Potion
Steal: Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.3s	4	0	X



WUTAI SOLDIER YI

Location: M4-1-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
16	1272	14	15	14	6	5	16	44	12	20	-

Drop: Potion
Steal: Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	30	0	0	0	0	2.7s	4	0	X



WUTAI SOLDIER BING

Location: M4-1-6, M4-2-1, M4-2-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
18	2227	16	17	14	8	7	22	104	12	24	-

Drop: Potion, ★Potion x2
Steal: Potion, ★Potion x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	50	0	0	0	0	1.3s	4	0	X



WUTAI SOLDIER DING

Location: M4-2-3, M4-2-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
25	3280	16	27	15	11	8	26	143	16	26	-

Drop: Potion, ★Potion x2
Steal: Potion, ★Potion x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	80	0	0	0	0	1s	4	0	X



WUTAI SOLDIER WU

Location: M4-4-4, M4-4-5, M4-4-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
37	4375	19	71	16	14	11	29	311	20	28	-

Drop: Potion, ★Potion x2
Steal: Potion, ★Potion x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	200	0	100	0	0	0.8s	4	0	X



WUTAI SOLDIER JI

Location: M4-5-1, M4-5-2, M4-5-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
42	10305	23	74	17	14	13	31	383	24	30	-

Drop: Potion, ★Potion x2
Steal: Potion, ★Potion x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	250	0	150	0	0	0.8s	4	0	X



WUTAI SOLDIER GENG

Location: M4-5-4, M4-5-5, M4-5-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
48	19570	33	101	21	16	19	1	476	28	34	-

Drop: Potion, ★Potion x2
Steal: Potion, ★Potion x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	X	0	200	0	0	0.7s	4	0	X



WUTAI SOLDIER XIN

Location: M7-6-1, M7-6-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
60	20350	34	122	22	16	21	1	712	32	40	-

Drop: Potion, ★Potion x2

Steal: Potion, ★Potion x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	X	0	200	0	0	0.7s	4	0	X



MOCK SOLDIER C

Location: M9-6-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
80	92500	2384	142	93	202	133	1	2524	348	0	Endure, Regen, Criticals, 0 MP Cost

Drop: Power Stone, ★Mind Stone

Steal: Luck Stone, ★Magic Master

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.7s	4	X	X



WUTAI SERGEANT

Location: ★Mt. Tamblin, ★M4-1-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
4	575	12	12	11	3	3	3	10	8	24	-

Drop: Potion, ★Hi-Potion

Steal: Potion, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	0	0	0	0	0	1.3s	4	0	X



WUTAI STAFF SERGEANT

Location: M4-1-3, M4-1-4, M4-3-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
19	3350	14	21	13	6	4	14	63	28	30	-

Drop: Potion, ★Fire

Steal: Potion, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	100	0	0	0	0	1.3s	4	0	X



WUTAI CORPORAL

Location: M4-1-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
24	4280	15	25	14	7	6	18	172	32	44	-

Drop: Potion, ★Blizzard

Steal: Potion, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	120	0	0	0	0	2s	4	0	X



WUTAI SERGEANT MAJOR

Location: M4-1-6, M4-2-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
26	4258	16	28	15	10	7	23	205	32	48	-

Drop: Potion, ★Thunder

Steal: Potion, ★HP Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	150	0	0	0	0	1.3s	4	0	X



WUTAI CAPTAIN

Location: M4-2-4, M4-2-5, M4-2-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
34	4654	17	38	16	12	9	27	242	36	56	-

Drop: Potion, ★Cura

Steal: Potion, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	250	0	50	0	0	1s	4	0	X



WUTAI WAR CHIEF

Location: M4-5-1, M4-5-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
55	21053	24	103	18	14	15	3	575	40	60	-

Drop: Potion, ★Firaga

Steal: Potion, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	0	0	0.3s	4	0	X



WUTAI COLONEL

Location: ★M4-5-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
59	29330	29	121	20	15	17	3	724	48	80	-

Drop: Potion, ★Thundaga

Steal: Potion, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	0	0	0.3s	4	0	X



WUTAI IMPERIAL GUARD

Location: M7-6-1, M7-6-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
70	48520	36	153	24	17	23	3	907	52	100	-

Drop: Potion, ★Curaga

Steal: Potion, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	0	0	0.2s	4	0	X



CRESCENT UNIT LUX

Location: ★Fort Tamblin

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
7	1055	20	13	11	3	3	23	16	16	55	-

Drop: Elixir

Steal: Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	0	0	X	0	0	1.2s	4	0	X



CRESCENT UNIT NOVUS

Location: ★M4-3-1, M4-3-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
24	4870	322	29	14	18	4	23	74	36	95	-

Drop: Potion, ★Soma

Steal: Potion, ★Fire Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	30	X	0	X	0	0	1.2s	4	0	X



CRESCENT UNIT PLENUM

Location: M4-3-3, M4-3-4, M4-3-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
26	5860	480	31	15	40	5	23	199	48	57	-

Drop: Potion, ★Soma

Steal: Potion, ★Blizzard Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	50	X	0	X	0	0	1.2s	4	0	X



CRESCENT UNIT AUTUMNUS

Location: M4-4-1, M4-4-2, M4-4-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
61	8980	666	72	22	78	19	23	499	92	185	-

Drop: Potion, ★Soma

Steal: Potion, ★Blizzara Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	160	X	0	X	200	0	0.8s	4	0	X



CRESCENT UNIT ARGENTUM

Location: M4-5-3, M4-5-4, M4-5-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
63	28400	721	98	24	97	20	23	712	100	196	-

Drop: Potion, ★Soma

Steal: AP Stone, ★Firaga Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	200	X	0	X	250	0	0.3s	4	0	X



CRESCENT UNIT AURUM

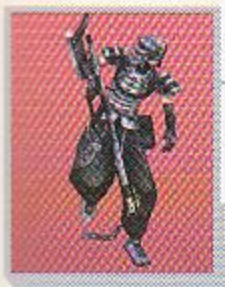
Location: ★M4-5-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
65	29500	783	101	25	99	22	23	820	108	217	-

Drop: Potion, ★Soma

Steal: Potion, ★Blizzaga Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	250	X	0	X	250	0	0.3s	4	0	X



CRESCENT UNIT VENTUS

Location: ★M4-5-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
68	33340	863	113	27	102	22	23	884	116	226	-

Drop: Potion, ★Soma
Steal: Potion, ★Thundaga Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	250	X	0	X	250	0	0.3s	4	0	X



CRESCENT UNIT NOMEN

Location: ★M4-5-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
72	38860	894	122	29	113	24	23	1022	120	221	-

Drop: Potion, ★Soma
Steal: Potion, ★Dispel Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	250	X	0	X	250	0	0.2s	4	0	X



CRESCENT UNIT AQUA

Location: ★M4-3-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
29	7350	475	34	16	3	7	34	227	60	67	-

Drop: Potion, ★Soma
Steal: Potion, ★Thunder Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	70	X	0	X	0	0	1.2s	4	0	X



CRESCENT UNIT PRIMUS

Location: ★M4-2-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
62	55555	777	73	18	81	9	37	396	68	72	-

Drop: Potion, ★Soma
Steal: Potion, ★Fira Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	90	X	0	X	100	0	0.5s	4	0	X



CRESCENT UNIT SECUNDUS

Location: ★M4-2-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
62	55555	777	73	18	81	11	37	396	68	76	-

Drop: Potion, ★Soma
Steal: Potion, ★Fira Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	120	X	0	X	140	0	0.5s	4	0	X



CRESCENT UNIT TERTIUS

Location: ★M4-2-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
63	66666	777	77	18	88	13	41	396	68	90	-

Drop: Potion, ★Soma
Steal: Potion, ★Blizzara Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	120	X	0	X	140	0	0.5s	4	0	X



CRESCENT UNIT QUARTUS

Location: ★M4-2-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
63	66666	777	77	18	88	15	41	396	68	96	-

Drop: Potion, ★Soma
Steal: Potion, ★Thundara Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	120	X	0	X	140	0	0.5s	4	0	X



CRESCENT UNIT AUINTUS

Location: ★M4-2-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
66	77777	777	82	20	93	17	44	425	84	175	-

Drop: Potion, ★Soma
Steal: Potion, ★Thundara Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	120	X	0	X	140	0	0.3s	4	0	X



CRESCENT UNIT PHANTASMA

Location: M4-5-6

Drop: Potion, ★Soma
Steal: Potion, ★Firaga Blade

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
73	61750	938	124	30	115	25	10	1094	128	230	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	250	X	0	X	250	0	0.2s	4	0	X



CRESCENT UNIT CELSUS

Location: M9-3-5

Drop: Potion, ★Soma
Steal: Potion, ★Thundaga Blade

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
80	65280	1024	138	34	143	27	10	1355	136	227	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.1s	4	0	X



CRESCENT UNIT CIRCULUS

Location: M4-5-6

Drop: Potion, ★Soma
Steal: Potion, ★Blizzaga Blade

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
85	94585	971	129	33	121	26	10	1132	136	221	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	250	X	0	X	X	0	0.2s	4	0	X

G CLONES



???

Location: ★Mt. Tamblin

Drop: Soma, ★Potion
Steal: Potion, ★Ether

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
6	720	55	8	13	10	22	8	18	24	58	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.3s	4	0	X



G ASSASSIN

Location: Banora, M3-1-1

Drop: Soma, ★Potion
Steal: Potion, ★Ether

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
6	720	55	8	13	10	22	8	18	24	58	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.3s	4	0	X



G AVENGER

Location: ★Shinra Building, M3-1-3

Drop: Soma, ★Potion
Steal: Potion, ★Ether

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
8	1230	82	10	17	12	26	12	34	48	68	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	80	100	0	0	0	0	0	0	1.8s	4	0	X



G ASSAILANT

Location: ★Shinra Building, M3-1-6

Drop: Soma, ★Potion
Steal: MAG Mako Stone, ★Ether

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
12	2040	102	12	18	16	28	16	72	60	77	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	100	100	0	0	0	0	0	0	2.3s	4	0	X



G COMMANDO

Location: M7-1-4

Drop: Soma, ★Potion
Steal: MAG Mako Stone, ★Ether

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
17	2448	221	13	20	11	32	20	106	76	207	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	100	100	0	0	0	60	0	0	1.7s	4	0	X





G VALIANT

Location: **M3-3-1, M3-3-2**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
39	6845	275	39	24	38	35	22	144	108	102	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	100	100	70	100	0	140	0	0	1.5s	4	0	X

Drop: Soma, ★Potion

Steal: MP Mako Stone, ★Ether



G PROWLER

Location: **M3-4-2, M3-4-3, M3-4-4**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
71	7675	385	96	26	77	37	27	729	160	108	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	150	150	240	100	0	160	50	0	1.3s	4	X	X

Drop: Soma, ★Potion

Steal: SPR Mako Stone, ★Ether



G INTRUDER

Location: **M3-5-2, M3-5-3**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
84	27850	408	157	28	144	40	33	1075	240	133	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	100	0	1.2s	4	X	X

Drop: Soma, ★AP Stone

Steal: Potion, ★Ether



G SCUTATUS

Location: **M7-5-3, M7-5-4**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
77	17570	397	131	27	122	38	30	416	200	116	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	200	200	250	200	0	180	60	0	1.2s	4	0	X

Drop: Soma, ★Potion

Steal: SPR Mako Stone, ★Ether



MOCK SOLDIER A

Location: **M9-6-5**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
80	92500	520	142	46	202	188	64	1446	972	78	Endure, Wall, Criticals, 0 MP Cost

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.8s	4	X	X

Drop: Magic Stone, ★Mind Stone

Steal: Luck Stone, ★Black Cowl



G HOPLITE

Location: **M3-5-5, M7-6-4**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
85	48580	446	217	30	194	42	38	891	344	136	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	150	0	1.2s	4	0	X

Drop: Soma, ★Potion

Steal: Mind Stone, ★Ether



G PELTAST

Location: **M9-4-2**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
87	52580	475	203	34	134	45	44	1026	488	182	Regen

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	1s	4	0	X

Drop: Soma, ★Potion

Steal: Mind Stone, ★Ether



G ATTACKER

Location: **Modeo Ravine, Mako Excavation Facility, M3-2-1**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
15	1680	89	11	14	22	18	6	86	40	46	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	X	20	X	0	20	0	0	1.3s	4	0	X

Drop: Potion, ★Amulet

Steal: SPR Up, ★Soma



G TROOPER

Location: Lower Junon, M3-2-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
16	2030	121	12	17	31	21	8	98	80	86	-

Drop: Potion, ★Mythril Gloves

Steal: SPR Up+, ★Mythril Gloves

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	X	20	X	0	40	0	0	1.3s	4	0	X



G LEGION

Location: Mt. Nibel – Trail, M3-2-5, M7-1-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
18	3040	256	16	20	35	23	10	188	92	93	-

Drop: Potion, ★Force Bracelet

Steal: MAG Up++, ★Talisman

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	X	20	X	0	80	0	0	1.3s	4	0	X



G VERITAS

Location: M3-3-3, M3-3-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
52	6771	522	47	22	31	27	13	501	108	122	-

Drop: Potion, ★MAG Mako Stone

Steal: ATK Mako Stone, ★MP Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	X	20	X	0	120	0	0	1s	4	0	X



G SPARTAN

Location: M3-3-5, M7-3-6, M9-1-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
65	8240	638	68	24	31	29	16	612	148	135	-

Drop: Potion, ★MAG Mako Stone

Steal: ATK Mako Stone, ★SPR Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	X	20	X	0	160	0	0	0.8s	4	0	X



G CENTURION

Location: M3-4-5, ★M3-5-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
73	18435	2246	102	25	105	31	19	1282	164	156	-

Drop: Potion, ★ATK Mako Stone

Steal: MAG Mako Stone, ★SPR Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	20	X	0	250	0	0	0.7s	4	0	X



G DIVER

Location: ★Costa Del Sol, M8-4-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
17	3440	97	16	21	31	33	20	136	88	122	-

Drop: Hi-Potion, ★Blizzard

Steal: SPR Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	120	60	0	1.7s	4	0	X



G MARINE

Location: ★M10-3-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
34	8350	106	27	28	36	42	22	224	100	131	Regen

Drop: Shinra Alpha, ★Blizzara

Steal: ATK Mako Stone, ★MAG Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	60	0	0	0	0	120	80	0	0.3s	4	0	X



G ERASER

Location: ★LOVELESS Ave., ★M3-1-3, ★M7-2-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
15	8400	170	14	22	21	58	17	161	112	560	-

Drop: Potion, ★MAG Mako Stone

Steal: Ether, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	20	X	0	X	150	X	1.8s	4	X	X



G SMASHER

Location: Mako Excavation Facility, M3-2-1

Drop: Potion, ★MAG Mako Stone

Steal: Drain, ★Diamond Gloves

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
17	8800	175	23	23	21	59	22	375	144	640	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	50	150	30	X	0	X	150	0	1.3s	4	X	X



G BLADER

Location: Lower Junon, ★M3-2-2

Drop: Potion, ★MAG Mako Stone

Steal: Drainra, ★Osmose

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
19	9780	381	24	25	26	58	23	665	180	720	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	50	150	40	X	0	X	150	0	1.3s	4	X	X



G SLAYER

Location: ★Gongaga, M3-2-6, M3-3-1

Drop: Potion, ★ATK Mako Stone

Steal: Osmose, ★Drainga

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
32	27590	462	31	29	29	66	43	1011	200	830	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	150	200	50	X	0	X	250	X	1.3s	4	X	X



G BALDOR

Location: M3-3-4, M3-3-5, M9-1-3

Drop: Potion, ★Assault Twister

Steal: Drainga, ★Osmoga

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
44	72380	580	46	33	67	70	44	1906	232	950	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	200	250	60	X	X	X	250	X	1s	5	X	X



G PALADIN

Location: ★M7-3-5, M9-1-4

Drop: Potion, ★ATK Mako Stone

Steal: Drainga, ★Mythril

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
52	87540	890	51	34	99	74	46	2558	264	1240	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	200	250	70	X	0	X	250	0	0.8s	4	X	X



G GENERAL

Location: ★M3-4-3, M3-4-4

Drop: Lunar Harp

Steal: Iron Fist, ★Magical Punch

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
63	164430	2210	92	35	101	78	48	4004	308	1560	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	80	X	X	X	250	X	0.7s	5	X	X



G RENEGADE

Location: ★M3-5-6, ★M9-4-1

Drop: Potion, ★Zeio Nut

Steal: Safety Bit, ★White Cape

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
82	232400	3440	142	36	203	82	52	6029	348	1660	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	90	X	X	X	X	X	0.2s	5	X	X



G WARRIOR

Location: ★Shinra Building, ★M3-1-6

Drop: Wrist Band, ★Power Wrist

Steal: Venom Shock, ★Mute Shock

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
15	8290	256	15	61	26	31	13	469	144	98	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	100	X	0	X	X	X	0.8s	5	X	X



G BATTLER

Location: Modeo Ravine North, Mako Excavation Facility, M3-2-1

Drop: Wrist Band, ★Power Wrist

Steal: Venom Shock, ★Mute Shock

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
16	8300	472	18	62	27	33	22	577	176	112	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	100	120	0	X	X	0	0.8s	5	X	X



G DELETER

Location: ★Mt. Nibel – Reactor Entrance, ★M3-2-5

Drop: Gravity

Steal: Mute Shock, ★Mortal Shock

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
27	16610	589	26	76	43	34	33	798	188	130	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	100	X	0	X	X	0	0.8s	5	X	X



G PREDATOR

Location: ★Gongaga, M3-2-6, M3-3-1

Drop: Wrist Band, ★Power Wrist

Steal: Mute Shock, ★Mortal Shock

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
33	12460	788	28	78	44	36	36	946	232	146	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	100	120	0	X	X	X	0.8s	5	X	X



G DEVASTATOR

Location: ★M3-3-3, ★M7-3-4

Drop: Power Wrist, ★Hyper Wrist

Steal: System Shock, ★Paralyzing Shock

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
43	88287	973	52	80	54	38	42	1478	264	161	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	140	X	0	X	X	X	0.8s	5	X	X



G GUARDIAN

Location: ★M3-4-4, ★M7-5-4

Drop: Kaiser Knuckles

Steal: System Shock, ★Paralyzing Shock

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
72	60245	1355	174	82	127	33	46	4455	288	173	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	140	X	0	X	X	X	0.7s	5	X	X



G ENFORCER

Location: M3-5-4, M3-5-5

Drop: Kaiser Knuckles

Steal: System Shock, ★Force of Nature

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
82	112850	2248	181	83	133	37	47	5644	320	182	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	200	X	0	X	X	X	0.7s	5	X	X



G CAINA

Location: ★Lake of Oblivion

Drop: Gold Armlet

Steal: Hero Drink, ★Hero Drink x2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
36	68460	885	49	16	21	144	38	3430	1600	44	MBarrier

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	50	X	0	2s	4	X	X



G ANTENORA

Location: ★Lake of Oblivion

Drop: River Chocobo Armlet

Steal: Adamantite, ★Adamantite x2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
36	68460	885	49	16	21	144	38	3430	1600	44	Barrier

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	50	X	X	X	0	X	X	0	2s	4	X	X



G PTOLOMEA

Location: ★Lake of Oblivion

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
36	68460	885	49	16	21	144	38	3430	1600	44	Endure, Barrier

Drop: Carbon Bangle

Steal: Dark Matter, ★Dark Matter x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	50	0	2s	4	X	X



G JUDECCA

Location: ★Lake of Oblivion

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
36	68460	885	49	16	21	144	38	3430	1600	44	Barrier, MBarrier

Drop: Rune Armlet

Steal: Mythril, ★Mythril x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	50	X	0	X	X	0	2s	4	X	X



G LUCIFERO

Location: ★Lake of Oblivion

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
36	68460	885	49	16	21	144	38	3430	1600	44	Endure

Drop: Pearl Necklace

Steal: Fat Chocobo Feather, ★Fat Chocobo Feather

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	50	0	X	X	0	2s	4	X	X



G PURGATORIO

Location: ★M3-4-6, ★M8-6-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
65	102850	4980	122	38	171	166	124	6672	408	99	-

Drop: Power Stone, ★Mythril

Steal: Mythril, ★Mythril x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	1.3s	4	X	X



G FINE

Location: M9-4-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
71	378500	5886	144	42	254	171	153	9039	848	144	-

Drop: Power Stone

Steal: Dark Matter, ★Dark Matter x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	127	1s	4	X	X



MAKONOID

Location: M9-5-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
88	325800	9973	199	48	255	173	177	16994	480	0	-

Drop: Power Stone, ★Magic Stone

Steal: Power Stone, ★Dualcast

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	223	0.7s	4	X	X



EXPERIMENT NO. 121

Location: ★M5-4-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
95	278500	8520	202	33	10	162	64	8756	216	0	-

Drop: Power Stone, ★Guard Stone

Steal: Magic Stone, ★Mind Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.7s	4	X	X

MACHINES



RED SAUCER I

Location: ★SOLDIER Floor, M1-2-2, M3-1-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
5	570	0	7	1	8	2	1	11	1	8	0 MP Cost

Drop: Potion

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	0	0	2.3s	2	0	X



RED SAUCER II

Location: **M1-3-2, M1-3-3, M1-3-5**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
17	3333	0	14	11	10	2	1	56	1	28	0 MP Cost

Drop: Potion

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	0	0	1.7s	2	0	X



RED SAUCER III

Location: **M7-2-2**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
15	2220	0	12	9	10	2	1	48	1	20	0 MP Cost

Drop: Potion

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	0	0	2s	2	0	X



RED SAUCER IV

Location: **M9-3-4**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
78	17250	0	99	20	10	2	1	461	1	60	0 MP Cost

Drop: Potion, ★Hi-Potion

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	0	0	0.7s	2	0	X



BEE SAUCER I

Location: **Shinra Building – 67th Floor, M3-1-6, M7-1-6**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
8	1020	0	8	5	12	2	1	22	1	14	0 MP Cost

Drop: Potion

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	0	0	2.3s	2	0	X



BEE SAUCER II

Location: **M1-3-5, M8-3-1, M8-3-2**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
20	3928	0	19	12	14	2	1	69	1	33	0 MP Cost

Drop: Potion

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	0	0	1.3s	2	0	X



BEE SAUCER III

Location: **M1-4-3, M3-3-3, M7-3-4**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
52	1830	0	53	15	14	2	1	131	1	48	0 MP Cost

Drop: Potion

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	0	0	1s	2	0	X



BEE SAUCER IV

Location: **M3-5-2, M8-6-6, M9-3-2**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
61	13484	0	71	18	14	2	1	367	1	56	0 MP Cost

Drop: Potion, ★Hi-Potion

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	0	0	0.7s	2	0	X



METAL SAUCER I

Location: **★Upper Junon, M3-2-2, M7-1-4**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
14	1680	0	8	7	19	2	1	41	1	16	0 MP Cost

Drop: Potion

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	0	0	2.3s	3	0	X



METAL SAUCER III

Location: **M3-4-2, M7-5-2, M9-2-3**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
55	4786	0	63	16	19	2	1	235	1	52	0 MP Cost

Drop: Potion

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	0	0	1s	2	X	X



METAL SAUCER IV

Location: **M7-6-4, M9-4-1**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
81	20850	0	108	21	19	2	1	507	1	67	0 MP Cost

Drop: Potion, ★Hi-Potion

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	0	0	0.7s	2	X	X



HELI GUNNER

Location: **Banora, M3-1-2, M7-1-1**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
8	1850	0	13	163	2	72	12	51	1	91	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	Weak	X	X	X	X	0	X	100	0	2.7s	5	X	0



FLYING MACHINE

Location: **M1-2-6, M1-3-3, ★M7-1-3**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
21	4243	0	24	165	8	73	16	322	1	93	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	Weak	X	X	X	X	0	X	150	0	2s	5	X	0



SKY GUNNER

Location: **Gongaga, M3-2-6, M8-3-2**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
27	8190	0	26	172	15	74	24	524	1	99	-

Drop: HP Mako Stone, ★VIT Mako Stone

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	Weak	X	X	X	X	0	X	200	0	2s	5	X	0



SKY ARMOR

Location: **M1-4-4, M3-3-4, M7-3-4**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
33	16844	0	34	177	18	80	32	1236	1	106	-

Drop: ATK Mako Stone, ★VIT Mako Stone

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	Weak	X	X	X	X	0	X	250	0	1.3s	5	X	0



SPITFIRE

Location: **★M1-5-1, M3-4-3, M7-5-2**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
48	22205	0	46	189	29	83	40	1919	1	118	-

Drop: HP Mako Stone, ★AP Mako Stone

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	Weak	X	X	X	X	0	X	X	0	1s	5	X	0



MOTH SLASHER

Location: **★Shinra Building, M3-1-6**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
18	3500	0	17	150	7	52	6	184	1	24	-

Drop: Potion, ★Hi-Potion

Steal: ATK Mako Stone, ★VIT Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	0	0	3.3s	5	0	0



CRAZY SAW

Location: ★Upper Junon, M3-2-4, M8-4-4

Drop: Potion, ★Hi-Potion

Steal: ATK Mako Stone, ★VIT Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
19	5340	0	22	153	20	55	8	327	1	72	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	20	0	2.7s	5	X	0



DRILL MACHINE

Location: M1-3-5

Drop: Potion, ★Hi-Potion

Steal: VIT Mako Stone, ★ATK Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
38	13650	0	50	160	22	57	28	366	1	102	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	80	0	1.5s	5	0	0



CRAZY DAGGER

Location: ★M1-4-1, M3-3-2, M7-4-2

Drop: Potion, ★Hi-Potion

Steal: HP Mako Stone, ★Guard Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
44	17432	0	58	162	30	59	37	477	1	134	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	160	0	1.3s	5	X	0



HELL SLASHER

Location: M1-5-2, M3-4-4, M7-5-2

Drop: Potion, ★Hi-Potion

Steal: AP Mako Stone, ★ATK Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
60	41245	0	112	171	36	60	41	876	1	197	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	250	0	1.3s	5	X	0



CRAZY SWORD

Location: M3-5-6, M7-6-4, M9-4-1

Drop: Guard Stone, ★Adamantite

Steal: Guard Stone, ★Brutal

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
73	102500	0	131	173	38	61	48	1390	0	223	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	1.2s	5	X	0



MASTER BLADE

Location: M9-6-3

Drop: Potion, ★Hero Drink

Steal: Hero Drink, ★Hero Drink x2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
77	385000	0	158	178	22	63	56	1897	1	301	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.3s	5	X	0



GUN BULL HEAD

Location: ★Sector 5 Slums, ★M1-1-2

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
20	4740	0	18	14	18	1	9	97	1	20	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	Half	X	X	X	X	0	X	0	0	2.7s	3	0	X



ALERT HEAD

Location: Nibel Plains, ★M1-1-2

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
24	4970	0	25	14	25	1	10	213	1	25	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	Half	X	X	X	X	0	X	0	0	2s	3	0	X





PROTO POWER HEAD

Location: **M1-3-6**

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
38	6480	0	49	14	49	1	11	228	1	30	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	X	X	X	X	X	0	X	0	0	2s	3	0	X



ESCORT HEAD

Location: **M1-3-6, M1-4-1**

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
39	8313	0	52	14	52	1	12	292	1	40	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	X	X	X	X	X	0	X	0	0	1.3s	3	0	X



POWER HEAD

Location: **M1-5-1, M1-5-2, M9-2-2**

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
63	6879	0	97	14	97	1	14	478	1	50	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	X	X	X	X	X	0	X	0	0	1.3s	3	X	X



GUN BULL HEAD+

Location: **M1-5-3, M1-5-4, M9-2-2**

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
71	8785	0	93	64	93	1	16	538	1	60	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	X	X	X	X	X	0	X	0	0	1.3s	3	0	X



ADVANCED HEAD

Location: **M9-3-3, M9-3-4**

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
72	18620	0	198	82	198	33	18	674	1	70	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	X	X	X	X	X	0	X	0	0	1.3s	3	0	X



PROTO CANNON HEAD

Location: **M9-3-4**

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
73	20270	0	206	82	206	33	20	761	1	80	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	X	X	X	X	X	0	X	0	0	1.3s	3	0	X



HAUSER HEAD

Location: **M9-4-4, M9-5-1**

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
75	88888	0	219	101	239	77	22	875	1	100	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	X	X	X	X	X	0	X	0	0	0.8s	3	0	X



CANNON HEAD

Location: **M9-4-4, M9-5-1**

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
75	88888	0	219	101	239	77	22	875	1	100	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	X	X	X	X	X	0	X	0	0	0.8s	3	X	X



SWEEPER

Location: ★Shinra Building, M7-1-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
13	3400	0	15	33	15	7	4	65	1	84	-

Drop: N/A

Steal: Wrist Band, ★Power Wrist

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	0	0	X	200	0	2.3s	5	0	X



SWEEPER+

Location: M1-2-5, M1-2-6, M1-3-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
18	3380	0	17	55	10	15	8	163	1	96	-

Drop: N/A

Steal: VIT Mako Stone, ★ATK Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	200	0	2s	5	X	X



SWEEPER++

Location: ★M1-4-5, ★M3-3-5, M9-1-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
58	24580	0	78	61	15	23	18	1688	1	112	-

Drop: N/A

Steal: ATK Mako Stone, ★HP Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	1.3s	5	X	X



SWEEPER+++

Location: M1-5-5, M1-5-6, M7-5-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
77	37870	0	142	72	15	28	25	3432	1	161	-

Drop: N/A

Steal: HP Stone, ★Power Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	1.3s	5	X	X



PILE MACHINE

Location: ★Plate Interior – Outer Section, ★M3-1-4, M7-2-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
16	10230	0	16	47	15	14	6	172	1	121	-

Drop: Power Wrist, ★Bronze Bangle

Steal: Wrist Band, ★Power Wrist

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	200	X	3s	5	0	X



NEEDLE MACHINE

Location: ★M1-3-2, M1-3-4, M7-1-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
24	7430	0	33	60	15	16	10	258	1	142	-

Drop: N/A

Steal: VIT Mako Stone, ★HP Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	200	X	2s	5	X	X



SPIKE MACHINE

Location: ★M1-5-5, M1-5-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
79	62850	0	188	77	15	29	27	3652	1	173	-

Drop: N/A

Steal: Guard Stone, ★Power Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	1.2s	5	X	X



STIVE MACHINE

Location: M9-4-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
87	122800	0	201	83	15	34	30	7155	1	193	-

Drop: N/A

Steal: HP Stone, ★Guard Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	1s	5	X	X



CUTTER MACHINE

Location: ★Plate Interior – Outer Section, ★M3-1-4, M7-2-2

Drop: Shinra Alpha

Steal: Wrist Band, ★Power Wrist

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
15	9800	0	15	52	12	15	6	172	1	121	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	200	X	3s	5	0	X



CHAIN MACHINE

Location: M1-3-3, M7-1-6, M8-3-1

Drop: N/A

Steal: ATK Mako Stone, ★VIT Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
32	11800	0	38	53	15	17	12	453	1	142	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	200	X	1.7s	5	X	X



BREAK MACHINE

Location: M1-5-4

Drop: N/A

Steal: HP Stone, ★Guard Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
75	54430	0	138	74	15	28	26	3432	1	161	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	1.2s	5	X	X



SHOT MACHINE

Location: ★Plate Interior – Outer Section, ★M3-1-4, ★M3-1-5

Drop: Chocobo Armlet

Steal: Wrist Band, ★Power Wrist

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
14	8780	0	12	57	17	16	6	172	1	121	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	200	X	3s	5	0	X



LAUNCHER MACHINE

Location: M1-3-3, M1-3-4, M7-1-6

Drop: N/A

Steal: VIT Mako Stone, ★HP Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
32	12500	0	33	56	17	17	14	453	1	142	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	200	X	1.7s	5	X	X



SHOOTER MACHINE

Location: ★M3-4-1, M3-4-2

Drop: N/A

Steal: ATK Mako Stone, ★HP Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
64	33205	0	91	67	17	27	23	2736	1	152	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	1.3s	5	X	X



MISSILE MACHINE

Location: M7-5-6, M9-3-2

Drop: N/A

Steal: HP Stone, ★Guard Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
75	95240	0	165	78	17	31	28	4279	1	173	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	1.2s	5	X	X



DEATH MACHINE

Location: Cage of Binding

Drop: N/A

Steal: ATK Mako Stone, ★HP Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
35	18800	0	38	57	13	21	16	966	1	106	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	X	0	X	250	0	1.7s	5	X	X



BARRIER MACHINE

Location: ★M1-4-6, ★M9-1-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
55	78700	0	73	64	10	24	22	2916	1	133	Null Physical

Drop: N/A

Steal: VIT Mako Stone, ★VIT Mako Stone x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.5s	5	X	X



MBARRIER MACHINE

Location: ★M1-4-6, ★M9-1-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
55	78700	0	73	64	10	24	22	2916	1	133	Null Magic

Drop: N/A

Steal: SPR Mako Stone, ★SPR Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.5s	5	X	X



CRIT MACHINE

Location: ★M1-4-6, ★M9-1-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
55	78700	0	73	64	10	24	22	2916	1	133	Criticals

Drop: N/A

Steal: LCK Mako Stone, ★LCK Mako Stone x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.5s	5	X	X



REPAIR MACHINE

Location: ★M1-4-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
55	15300	0	73	64	10	24	22	2916	1	133	Endure, Regen

Drop: N/A

Steal: MP Mako Stone, ★MP Mako Stone x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.5s	5	X	X



DEATH MACHINE BIS

Location: ★M9-3-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
78	99500	0	202	79	10	33	29	5018	1	184	-

Drop: N/A

Steal: HP Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	1s	5	X	X

WILDLIFE



KACTUAR

Location: M3-1-3, ★M10-1-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
18	99	38	6	248	96	255	99	1	200	0	-

Drop: AP Mako Stone, ★Bronze Armlet

Steal: Bronze Armlet, ★Silver Armlet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	255	3s	2	0	X



KACTUER

Location: ★M10-1-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
24	399	42	23	250	130	255	99	1	800	0	-

Drop: LCK Mako Stone, ★Silver Armlet

Steal: Silver Armlet, ★Gold Armlet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	255	3s	2	0	X



KACTAAR

Location: ★M9-4-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
83	99999	999	12	251	130	255	155	2	12000	0	-

Drop: Luck Stone, ★Gysahl Greens

Steal: Gysahl Greens, ★Gysahl Greens x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	255	1s	2	X	X





KACTUARE

Location: M9-6-1

Drop: Luck Stone, ★Gysahl Greens

Steal: Doc's Code

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
99	399999	999	255	249	96	255	255	1	24000	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	255	1s	2	X	X



TONBERRY

Location: M6-1-5, ★M10-2-1

Drop: Potion, ★Power Wrist

Steal: ATK Mako Stone, ★HP Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
17	9999	999	22	7	22	12	54	1	1	500	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	255	2.3s	4	X	X



MASTER TONBERRY

Location: ★M10-2-3

Drop: MAG Mako Stone, ★Circlet

Steal: MAG Mako Stone, ★ATK Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
30	39999	999	35	13	24	16	58	1	1	1000	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	255	2s	4	X	X



TONBERRY GUARD

Location: M9-4-5

Drop: Guard Stone, ★Power Stone

Steal: Magic Stone, ★Fury Ring

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
80	274580	9999	155	21	218	21	63	1	1	5000	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	255	0.3s	4	X	X



TONBERRY KING

Location: M9-4-5

Drop: HP Stone, ★Power Stone

Steal: Good-Luck Charm, ★Good-Luck Charm x2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
90	487800	9999	187	28	255	26	66	1	1	10000	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	255	0.3s	6	X	X



HOLY TONBERRY

Location: ★M9-6-2

Drop: Mythril, ★Mythril x2

Steal: Mythril, ★Gold Rolling Pin x4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
99	728770	9999	255	33	255	29	72	1	1	20000	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	255	0.2s	6	X	X



MAGIC POT

Location: M10-2-3, M2-2-6, M2-5-4, M2-5-5, M2-5-6, M7-6-6

Drop: Various

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
96	999999	9999	1	255	1	255	255	0	0	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	255	2.3s	2	0	X



GUARD HOUND

Location: Banora – Apple Orchard, M3-1-1, M7-1-1

Drop: Potion, ★Ether

Steal: Potion, ★Ether

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
4	491	9	5	1	3	3	6	10	8	23	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.7s	3	0	X



BLOOD TASTE

Location: ★Banora, M3-1-1, M8-1-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
7	914	17	9	3	5	4	10	28	1	40	-

Drop: Remedy

Steal: Remedy

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	0	0	0	0	0	0	2s	3	0	X



EXPERIMENT NO. 97

Location: ★Shinra Building – 67th Floor

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
13	2203	48	18	53	13	44	11	48	92	0	-

Drop: Poison

Steal: Jail Cell Key

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	0	0	0	0	0	0	0.7s	3	0	X



A-HOUND

Location: Bathhouse, M5-1-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
14	1574	83	21	7	17	18	17	95	40	108	-

Drop: Potion, ★AP Up

Steal: SPR Mako Stone, ★MP Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	20	X	0	0	0	0	0.8s	3	0	X



GUARD FANG

Location: M1-3-1, M7-1-5, M8-4-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
17	2060	56	17	6	11	4	23	86	24	48	-

Drop: Potion, ★AP Up+

Steal: ATK Mako Stone, ★MAG Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	40	X	0	0	0	0	1.2s	3	0	X



HUNTING HOUND

Location: M1-4-1, M3-3-1, M9-1-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
42	6689	61	44	8	17	5	32	146	36	52	-

Drop: Potion, ★AP Up++

Steal: ATK Mako Stone, ★AP Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	60	X	0	0	0	0	1s	3	0	X



BELZECUE

Location: M1-4-5, M1-5-1, M7-3-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
55	9180	92	72	11	67	8	56	315	40	63	-

Drop: Potion, ★AP Up++

Steal: AP Mako Stone, ★HP Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	200	180	X	0	150	0	0	0.8s	3	0	X



DARK NATION

Location: M7-4-2, M9-1-2, M9-1-3, M9-1-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
63	8370	73	59	10	55	7	42	228	40	61	-

Drop: Potion, ★AP Up++

Steal: ATK Mako Stone, ★AP Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	100	80	X	0	100	0	0	0.8s	3	0	X



HELLHOUND

Location: M1-5-4, M3-4-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
67	12240	328	99	12	78	9	63	464	48	66	-

Drop: Potion, ★VIT Mako Stone

Steal: HP Mako Stone, ★ATK Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	250	240	X	0	200	0	0	0.7s	3	0	X



EXPERIMENT NO. 122

Location: ★M5-4-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
77	106500	1458	131	14	171	36	77	626	464	0	-

Drop: Potion, ★Power Stone

Steal: AP Stone, ★Luck Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	0	0	0.5s	3	0	X



CERBERUS

Location: M9-5-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
89	88680	3380	152	19	207	11	93	788	80	72	-

Drop: Potion, ★Power Stone

Steal: Magic Stone, ★HP Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
X	-	X	X	X	X	X	0	X	0	0	0.3s	3	0	X



FOULANDER

Location: ★Fort Tamblin – Corridor, M4-1-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
5	482	124	7	11	6	17	3	22	12	22	-

Drop: Ether

Steal: Ether, ★Fire

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	-	-	0	0	0	0	0	0	0	0	3.7s	3	0	X



BALO BALO

Location: M4-1-3, M4-1-4, M4-3-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
15	2180	226	14	12	24	18	4	71	40	31	-

Drop: Ether, ★Fire

Steal: Fire

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
X	-	-	0	0	0	0	0	0	0	0	1.9s	3	0	X



BANDERSNATCH

Location: M4-3-4, M4-3-5, M4-3-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
19	4300	384	22	13	37	20	5	137	56	54	-

Drop: Ether, ★Fire Ring

Steal: Fire, ★Fire Ring

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	0	0	0	0	0	0	0	0	1.5s	3	0	X



BAJANG

Location: M4-2-3, M4-2-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
35	10350	443	44	14	43	22	7	352	68	52	-

Drop: Ether, ★Fira

Steal: Fira, ★Fire Armlet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	0	50	80	0	100	0	0	1.5s	3	0	X



SUMBHA

Location: M4-4-1, M4-4-2, M4-4-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
66	16208	530	77	14	53	23	9	655	96	61	-

Drop: Fire, ★Firaga

-

Steal: Fire Ring, ★Fire Armlet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	0	80	120	0	150	0	0	1s	3	0	X



BRAHALA

Location: M4-4-4, M4-4-5, M4-4-6, M9-2-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
72	11500	723	87	15	89	24	11	959	108	73	-

Drop: Fira, ★Firaga

Steal: Fire Ring, ★Flame Armlet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	0	100	200	X	250	0	0	0.9s	3	0	X



NISUMBHA

Location: M4-5-3, M4-5-4, M4-5-5

Drop: Ether, ★Firaga

Steal: Fire Ring, ★Flame Armlet

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
78	21850	863	113	16	110	25	15	1254	136	81	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	0	120	250	X	X	0	0	0.8s	3	0	X



NANDI

Location: M4-5-6

Drop: Ether, ★Firaga

Steal: Fire Ring, ★Blaze Armlet

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
84	46200	985	133	19	114	26	17	1658	160	90	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	X	180	X	X	X	0	0	0.8s	3	0	X



LATURE DANO

Location: ★M7-6-1, M7-6-3, M9-3-5

Drop: Ether, ★Firaga

Steal: Fire Ring, ★Blaze Armlet

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
89	58580	1223	142	21	133	29	19	1916	188	96	Endure

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	X	200	X	X	X	0	0	0.8s	3	X	X



VAJRADHARA WU

Location: ★Arena, ★M4-1-2

Drop: Potion, ★Potion x2

Steal: Potion

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
7	2900	22	14	27	1	1	4	69	80	38	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	X	0	100	50	0	1.5s	5	X	X



VAJRADHARA TAI

Location: ★Arena, ★M4-1-2

Drop: Potion, ★Potion x2

Steal: Potion

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
7	2900	22	14	28	1	1	4	69	80	38	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	X	0	100	50	0	1.5s	5	X	X



VAJRADHARA YAKSHA

Location: ★M4-3-4, ★M4-3-5, M4-3-6

Drop: VIT Mako Stone, ★Muscle Belt

Steal: Potion

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
21	17500	48	38	27	31	2	4	483	112	44	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	50	0	200	X	0	100	150	0	1.3s	5	X	X



VAJRADHARA CALA

Location: ★M4-1-6, ★M4-2-1, M4-2-2

Drop: VIT Mako Stone, ★Champion Belt

Steal: HP Up, ★VIT Up

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
34	41600	59	46	27	1	2	5	873	128	56	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	200	X	0	200	200	0	1s	6	X	X



VAJRADHARA RAKSHASA

Location: ★M4-2-3

Drop: VIT Mako Stone, ★Champion Belt

Steal: HP Up, ★VIT Up

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
44	44040	67	55	27	1	2	5	1384	136	78	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	100	0	200	X	0	200	250	0	0.8s	6	X	X



VAJRADHARA INDRA

Location: ★M4-2-4, M4-2-5, M4-4-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
46	52612	72	58	28	1	3	6	2145	148	142	-

Drop: VIT Mako Stone, ★Champion Belt

Steal: HP Up+, ★Power Attack

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	200	X	0	X	X	0	0.8s	6	X	X



VAJRADHARA KARURA

Location: ★M4-4-2, M4-4-3, M4-4-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
49	84658	89	75	26	1	3	10	3808	168	163	-

Drop: VIT Mako Stone, ★Champion Belt

Steal: HP Up+, ★Vital Slash

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	200	X	0	X	X	0	0.5s	6	X	X



VAJRADHARA KUMBHIRA

Location: ★M4-4-4, ★M4-4-5, M9-2-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
52	92543	97	86	28	2	3	11	6516	196	187	-

Drop: VIT Mako Stone, ★Black Belt

Steal: Goblin Punch

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	200	X	0	X	X	0	1.3s	6	X	X



VAJRADHARA KINNARA

Location: ★M4-4-6, M9-2-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
52	92543	104	86	28	2	3	13	6516	196	187	-

Drop: ATK Mako Stone, ★Black Belt

Steal: Hammer Punch

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	200	X	0	X	X	0	1.3s	6	X	X



VAJRADHARA ASURA

Location: ★M9-3-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
61	305000	113	255	28	1	4	14	8429	224	321	-

Drop: Power Stone, ★Platinum Bangle

Steal: Power Suit

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	200	X	0	X	X	0	0.5s	6	X	X



A-SAHAGIN

Location: Mako Reactor 5, ★Plate Interior, M5-1-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
13	3710	137	19	13	16	47	11	62	76	66	-

Drop: Remedy

Steal: Remedy, ★Blizzard

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	0	X	0	0	0	0	1.5s	4	0	X



SAHAGIN

Location: Shinra Manor – Underground Cave, M2-2-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
23	10445	41	15	11	18	9	28	335	100	77	-

Drop: Potion, ★Blizzard; Coffin Keys during Nibelheim incident

Steal: Blizzard, ★Blizzara

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	X	Weak	X	0	0	X	0	50	0	0	2s	4	X	X



WATER WARRIOR

Location: ★M10-3-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
26	17445	41	26	12	32	13	39	384	116	173	Regen

Drop: Blizzara, ★Blizzaga

Steal: Ice Armlet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	X	Weak	X	0	X	X	0	X	0	0	1.8s	4	X	X



SAHAGIN CHIEF

Location: M2-3-5, M6-4-2, M8-6-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
63	9875	263	101	22	101	16	48	1119	124	97	-

Drop: Blizzaga, ★Frost Armlet

Steal: Jump, ★Frost Armlet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	X	Weak	X	0	0	X	0	X	150	0	1.2s	4	X	X



EXPERIMENT NO. 112

Location: ★M5-2-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
68	68350	372	75	16	92	22	41	957	336	0	-

Drop: Blizzara, ★Blizzaga

Steal: Ice Armlet, ★Frost Armlet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	0	X	0	X	0	0	1.3s	4	X	X



SAHAGIN PRINCE

Location: M2-4-5, M7-6-2, M9-3-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
71	44680	348	122	28	122	17	52	2085	180	133	-

Drop: Blizzaga, ★High Jump

Steal: Frost Armlet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	X	Weak	X	0	200	X	0	X	200	0	1s	4	X	X



KING SAHAGIN

Location: M9-5-4, M9-6-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
74	324580	597	128	47	128	18	66	2963	208	532	-

Drop: Blizzaga, ★Ice Ring

Steal: Frost Armlet, ★Snow Armlet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	X	-	X	0	X	X	0	X	X	0	0.3s	4	X	X



EMPEROR SAHAGIN

Location: M9-6-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
99	435700	887	142	65	155	20	73	4614	292	685	-

Drop: Ice Ring, ★Snow Armlet

Steal: Snow Armlet, ★SP Turbo

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	X	-	X	0	X	X	0	X	X	127	0.2s	4	X	X



A-AHRIMAN

Location: Mako Reactor 5, Plate Interior, M5-1-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
12	1890	184	4	6	25	38	24	48	80	34	-

Drop: Ether

Steal: Potion, ★Ether

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	2.3s	3	0	0



FLY EYE

Location: ★M2-1-1, M6-1-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
14	2218	244	6	8	11	41	7	17	24	14	-

Drop: Ether

Steal: Potion, ★Ether

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.6s	3	0	0



BAT EYE

Location: M6-2-1, ★M8-2-4, M8-4-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
16	2680	332	10	11	24	42	8	91	40	15	-

Drop: Ether

Steal: Potion, ★Cure

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.5s	3	0	0



AHRIMAN

Location: Gongaga, M2-2-5, M7-2-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
28	6910	364	6	13	25	46	10	461	60	34	-

Drop: SPR Mako Stone
Steal: SPR Mako Stone, ★Cure

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.5s	3	0	0



EVIL EYE

Location: Howling Fang, M8-3-4, M8-5-1, M8-5-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
32	7870	382	31	17	26	47	13	516	76	48	-

Drop: SPR Mako Stone, ★SPR Mako Stone x2
Steal: Mind Stone, ★Cura

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.4s	3	0	0



EXPERIMENT NO. 111

Location: ★M5-2-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
62	11007	876	51	21	58	49	27	956	176	0	-

Drop: Bronze Armlet, ★Silver Armlet
Steal: Bronze Armlet, ★Silver Armlet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	Absorb	Absorb	0	0	0	0	0	0	0	0	0.7s	3	0	0



DEATHGAZE

Location: ★M6-5-2, M6-5-3, M6-5-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
79	17520	3280	58	23	113	52	15	1590	468	63	-

Drop: SPR Mako Stone x3, ★Mind Stone
Steal: Mind Stone, ★Dark Matter

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.3s	3	0	0



ANGRA MAINYU

Location: M7-6-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
86	43750	5860	77	24	145	57	19	3024	908	71	-

Drop: Dark Matter
Steal: Curaga

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	0	0	0	0	0	1.2s	3	0	0



SPRIGGAN

Location: M6-1-1, M8-1-2, M8-2-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
4	460	35	8	3	10	17	12	11	20	12	-

Drop: Potion, ★Soma
Steal: Potion, ★Soma

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	-	-	0	0	0	0	0	0	0	0	2.7s	3	0	X



HEDGEHOG PIE

Location: Sector 5 Slums, M2-2-1, M8-4-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
10	1512	55	10	6	13	18	14	54	28	24	-

Drop: Potion, ★Fire
Steal: Potion, ★Force Bracelet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
X	-	-	0	0	0	0	0	0	0	0	2s	3	0	X



RED CAP

Location: M2-2-6, M2-3-1, M7-3-2, M7-3-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
42	6128	438	37	7	33	21	15	66	68	33	-

Drop: MAG Mako Stone, ★Firaga
Steal: Force Bracelet, ★Diamond Bracelet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	150	120	50	150	0	200	0	0	1.3s	3	0	X



BOUNDFAT

Location: **M6-3-5, M8-3-6, M8-5-5**

Drop: MAG Mako Stone, ★SPR Mako Stone

Steal: Diamond Bracelet, ★Crystal Bracelet

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
66	9545	688	63	9	68	22	16	91	96	48	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	240	80	200	0	250	0	0	1.3s	3	X	X



GREMLIN

Location: **M2-5-5, M6-6-4, M9-4-3**

Drop: Magic Stone, ★Mind Stone

Steal: Crystal Bracelet, ★Steal x2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
70	58770	3380	124	11	157	24	18	359	108	59	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	X	X	X	0	X	0	0	1s	3	X	X



IMP

Location: **M9-5-4, M9-5-5**

Drop: Mind Stone, ★Magic Stone

Steal: Crystal Bracelet x2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
80	204800	5680	153	13	162	26	20	527	120	71	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	X	X	X	0	X	0	0	0.7s	3	X	X



LESSER DEMON

Location: **M9-6-4**

Drop: Magic Stone, ★Lunar Harp

Steal: Crystal Bracelet x3, ★Mug

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
84	115800	7220	172	15	178	230	22	726	136	283	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	X	X	X	0	X	0	0	0.5s	3	X	X



WORM

Location: **Sector 5 Slums – Street, M2-2-1, M6-1-4**

Drop: Potion, ★Amulet

Steal: Potion, ★Ether

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
12	3300	38	14	4	19	7	9	66	36	58	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	Weak	-	X	X	X	0	0	0	0	0	1s	3	0	X



SEA WORM

Location: **★M10-4-2**

Drop: Potion, ★MAG Mako Stone

Steal: SPR Mako Stone, ★MP Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
14	3552	85	18	7	36	12	13	177	52	61	Regen

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	Weak	-	X	X	0	X	0	X	0	0	1s	3	0	X



LAND WORM

Location: **★Abandoned Mako Reactor, ★M5-2-3**

Drop: Potion, ★SPR Mako Stone

Steal: MAG Mako Stone, ★MP Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
28	4400	134	25	8	41	19	11	77	68	20	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	Weak	-	X	X	10	50	0	0	0	0	1.5s	3	0	X



EXPERIMENT NO. 115

Location: **★M5-3-3**

Drop: Potion, ★MAG Mako Stone

Steal: SPR Mako Stone, ★MP Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
46	82240	2270	121	13	81	29	15	511	304	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	100	100	0	X	100	0	1s	3	0	X



LAVA WORM

Location: M2-3-4, M6-4-3, M7-4-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
48	7380	226	71	11	78	22	13	305	96	73	-

Drop: Potion, ★MAG Mako Stone

Steal: SPR Mako Stone, ★MP Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	Weak	-	X	X	30	100	0	X	50	0	1s	3	0	X



WORM ELITE

Location: M8-6-5, M9-2-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
68	12290	644	132	14	87	31	16	662	112	81	-

Drop: Potion, ★SPR Mako Stone

Steal: MAG Mako Stone, ★MP Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	Weak	-	X	X	100	150	0	X	150	0	0.7s	3	0	X



LESSER WORM

Location: M6-6-2, M6-6-3, M7-6-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
77	42450	933	172	15	19	33	19	936	140	99	-

Drop: Magic Stone, ★Dark Matter

Steal: MP Stone, ★AP Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	Weak	-	X	X	50	200	0	X	250	0	0.7s	3	0	X



ABYSS WORM

Location: M9-6-1, M9-6-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
81	107280	2090	173	19	104	38	22	1808	196	131	-

Drop: Potion, ★Magic Stone

Steal: Mind Stone, ★SP Master

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	Weak	-	X	X	200	250	0	X	X	0	0.7s	3	0	X



REPLICON

Location: Modeo Ravine – East, M2-2-2, M6-2-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
16	3480	72	25	7	22	3	18	126	20	33	-

Drop: Potion, ★Chocobo Armlet

Steal: ATK Mako Stone, ★AP Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	30	0	0	0	0	2s	4	X	X



EPIORNIS

Location: ★M8-1-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
21	4987	103	20	8	10	2	24	144	32	55	-

Drop: Chocobo Armlet

Steal: AP Mako Stone, ★ATK Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	50	0	0	0	0	1.7s	4	X	X



COAST RUNNER

Location: ★M10-4-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
22	5758	184	23	9	21	3	28	212	32	346	Regen

Drop: River Chocobo Bracelet, ★Hi-Potion

Steal: VIT Mako Stone, ★LCK Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	X	150	0	X	0	0	1.7s	4	X	X



PACHYORNIS

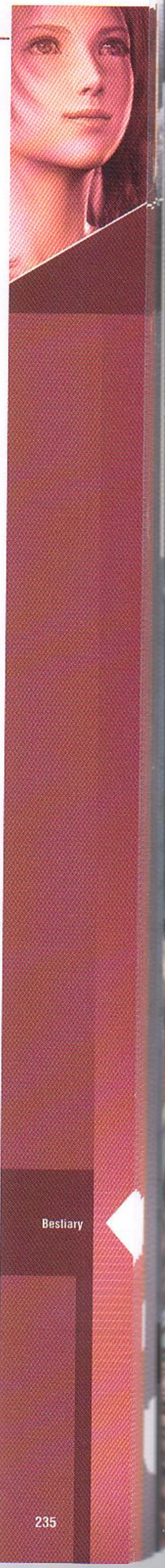
Location: M6-3-2, M6-3-3, M8-3-5, M9-1-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
44	10089	326	44	11	22	3	33	236	48	68	-

Drop: Mountain Chocobo Armlet, ★Chocobo Armlet

Steal: VIT Mako Stone, ★LCK Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	50	80	0	0	0	0	0.8s	4	X	X





DINORNIS

Location: **M7-6-6, M9-4-3**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
60	265400	783	218	15	17	7	42	965	164	93	-

Drop: Sky Chocobo Armlet, ★Sea Chocobo Armlet

Steal: Zeio Nut, ★Power Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	X	X	0	X	0	0	0.5s	4	X	X



TITANIS

Location: **M2-3-1, M6-3-6, ★M8-3-5**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
62	13892	538	68	12	22	4	38	330	88	76	-

Drop: River Chocobo Armlet, ★Chocobo Armlet

Steal: AP Mako Stone, ★AP Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	150	100	0	80	0	0	0.8s	4	X	X



DIATRYMA

Location: **M9-6-4**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
71	188770	897	222	16	133	9	46	1340	228	102	-

Drop: Sky Chocobo Armlet, ★Laurel Crown

Steal: Zeio Nut, ★Black Cowl

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	X	X	0	X	0	0	0.3s	4	X	X



EXPERIMENT NO. 117

Location: **★M5-3-5**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
89	217980	624	143	14	63	5	40	522	460	81	Regen

Drop: Sea Chocobo Armlet, ★River Chocobo Armlet

Steal: Zeio Nut

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	200	150	0	160	0	0	0.7s	4	X	X



BIZARRE BUG

Location: **Modeo Ravine – East, M2-2-2, M7-2-3**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
13	1120	84	13	17	28	84	3	38	16	8	-

Drop: Potion, ★Remedy

Steal: Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	X	0	0	0	0	0	1.3s	3	0	X



SCARAB

Location: **M6-3-1, M7-2-3, M8-4-5**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
29	3776	123	21	17	28	88	8	88	20	24	-

Drop: MP Mako Stone, ★Remedy

Steal: Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	X	0	0	30	0	0	1.3s	3	0	X



KING SCARAB

Location: **M6-5-1, M6-5-2, M6-5-3, M7-5-5**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
56	6253	2320	91	18	14	89	16	264	28	38	-

Drop: MAG Mako Stone, ★Remedy

Steal: Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	X	200	0	200	200	0	0.5s	3	0	X



HEXODON

Location: **M9-5-5, M9-5-6**

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
76	168500	6680	141	19	207	90	23	507	32	68	-

Drop: Mind Stone, ★Remedy

Steal: Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	250	X	250	0	X	250	0	0.3s	3	0	X



A-GRIFFON

Location: ★Bathhouse, M5-1-6

Drop: Hi-Potion, ★MAG Mako Stone

Steal: SPR Mako Stone, ★Hi-Potion

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
20	9850	999	22	108	38	138	7	512	240	143	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	120	240	0	X	X	0	0s	6	X	X



GRIFFON

Location: ★Abandoned Mako Reactor, Gongaga, M2-2-5, ★M7-2-6

Drop: Hi-Potion, ★MAG Mako Stone

Steal: SPR Mako Stone, ★Hi-Potion

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
34	17840	589	36	19	35	21	56	631	176	283	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	X	X	180	240	0	X	X	0	0.2s	6	X	X



HIPPOGRIFF

Location: ★M2-3-6, ★M6-4-4, ★M7-5-1

Drop: Hi-Potion, ★MAG Mako Stone

Steal: HP Mako Stone, ★Exploder Blade

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
71	95250	3555	93	23	78	24	63	2346	376	558	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	X	X	250	X	X	X	X	0	0.2s	6	X	X



TYCOON

Location: ★M9-5-3

Drop: Hi-Potion, ★Mythril

Steal: Hi-Potion, ★Ultima

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
88	215000	8344	154	27	154	23	65	9802	668	860	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	X	X	X	X	X	X	X	0	0.1s	6	X	X



TRAP

Location: ★M2-1-5, M6-1-3, M8-4-3

Drop: Potion, ★Fire

Steal: MAG Mako Stone, ★MP Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
19	872	102	15	21	26	24	11	52	20	26	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	Weak	-	0	0	0	0	0	0	0	0	1.7s	2	0	0



BOMB

Location: Nibelheim – Outskirts, M2-2-3, M6-3-1

Drop: Potion

Steal: Potion, ★Fire Armlet

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
22	6608	132	11	13	32	25	12	152	28	48	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	Weak	-	0	0	0	0	0	0	0	0	1.7s	2	0	0



REMEDY BOMB

Location: ★Mt. Nibel – Trail, ★M2-2-3

Drop: MAG Mako Stone, ★Fire

Steal: ATK Mako Stone, ★VIT Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
27	15530	152	14	15	30	26	16	166	36	73	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	Weak	-	100	X	100	150	X	200	X	X	1.7s	2	X	0



TOUCHY BOMB

Location: ★Mt. Nibel – Trail, ★M2-2-3

Drop: MAG Mako Stone, ★Fire

Steal: MAG Mako Stone, ★ATK Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
27	15530	152	14	15	30	26	16	166	36	73	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	Weak	-	100	X	100	150	X	200	X	X	1.7s	2	X	0



GRAY BOMB

Location: ★Mt. Nibel – Trail, ★M2-2-3

Drop: MAG Mako Stone, ★Fire

Steal: SPR Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
27	15530	152	14	15	30	26	16	166	36	73	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	Weak	-	100	X	100	150	X	200	X	X	1.7s	2	X	0



STEAM ENGINE

Location: ★M10-3-3

Drop: MAG Mako Stone, ★SPR Mako Stone

Steal: HP Mako Stone, ★VIT Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
34	12510	294	22	32	33	40	21	238	48	185	Regen

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	Weak	-	X	X	250	200	0	X	0	0	1.5s	2	X	0



GRENADE

Location: Howling Fang, Portal of Severance

Drop: Blizzara, ★Blizzard

Steal: SPR Mako Stone, ★Firaga

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
35	6870	304	27	17	54	28	22	487	64	83	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	Absorb	-	100	X	150	200	0	150	0	0	1.5s	2	0	0



BALLOON

Location: ★M7-4-1, M8-5-4

Drop: MAG Mako Stone, ★Firaga

Steal: MP Mako Stone, ★Firaga

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
44	9369	1230	52	22	53	33	30	829	84	102	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
X	Absorb	-	200	X	250	250	0	250	0	0	1.5s	2	X	0



MINE

Location: ★M6-3-3, M6-3-4, M9-1-1

Drop: MAG Mako Stone, ★Fira

Steal: HP Mako Stone, ★Firaga

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
45	2000	633	48	30	30	32	26	652	76	96	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	150	X	200	250	0	200	0	0	0s	2	X	0



DETONATOR

Location: ★M2-4-3, M7-5-5, M9-2-6

Drop: MAG Mako Stone, ★SPR Mako Stone

Steal: MAG Mako Stone, ★ATK Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
80	20340	2240	133	24	99	36	34	1632	96	118	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	X	X	X	0	250	0	0	1.3s	2	X	0



S MINE

Location: M2-4-2, ★M6-5-1, ★M8-6-2

Drop: MAG Mako Stone, ★SPR Mako Stone

Steal: ATK Mako Stone, ★VIT Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
86	17850	1650	101	23	87	34	32	1466	88	114	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	250	X	X	X	0	250	0	0	1.3s	2	0	0



VOLCANO

Location: ★M2-4-5, M6-5-4, M7-6-2

Drop: Magic Stone, ★Mind Stone

Steal: Guard Stone, ★MP Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
86	27850	3384	155	27	107	42	40	1994	108	131	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	X	X	X	0	X	0	0	1.3s	2	0	0





DESTROYER

Location: M2-5-6, M7-6-5

Drop: Magic Stone

Steal: Mind Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
91	52500	5622	179	28	158	44	44	2381	116	147	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	X	X	X	0	X	0	0	1.3s	2	X	0



EXPERIMENT NO. 120

Location: ★M5-4-2

Drop: MAG Mako Stone, ★Magic Stone

Steal: MAG Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
92	162850	7750	141	26	104	37	38	1720	180	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	X	X	X	0	X	X	0	0.7s	2	0	0



EXPLOSIVE

Location: M9-5-6, M9-6-2

Drop: Magic Stone, ★Magic Stone x2

Steal: Mind Stone, ★Energy

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
95	89800	6890	254	30	254	48	48	2870	128	180	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
X	Absorb	-	X	X	X	X	0	X	0	0	0.8s	3	0	0



RAIJINCHO

Location: M2-1-3, M6-1-2, ★M8-1-2

Drop: Ether, ★Thunder

Steal: Ether, ★Thunder

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
16	1944	163	11	4	17	7	4	44	56	24	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	-	Absorb	0	0	0	X	0	0	0	0	1.7s	3	0	0



NEEDLE KISS

Location: Nibelheim – Outskirts, M2-2-3, M6-2-4

Drop: Thunder, ★Thundara

Steal: Thunder, ★Lightning Ring

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
19	2650	232	18	5	24	8	18	196	100	59	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	-	Absorb	0	X	0	X	0	0	0	0	1.5s	3	0	0



THUNDERBIRD

Location: M2-3-3, M6-4-1, M8-3-6

Drop: Thunder, ★Thundaga

Steal: Lightning Ring, ★Thundaga

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
57	13580	467	58	6	99	8	22	349	120	73	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	-	Absorb	0	X	0	X	0	0	0	0	1.2s	3	0	0



SIMURGH

Location: M2-4-2, M2-4-3, M9-2-4

Drop: Lightning Armlet, ★Lightning Ring

Steal: Lightning Ring, ★Lightning Armlet

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
59	12850	853	103	8	101	11	26	586	144	86	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	Absorb	X	X	50	X	0	X	0	0	1s	3	0	0



JATAYU

Location: M9-4-6

Drop: Thunder Armlet, ★Lightning Ring

Steal: Thunder Armlet

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
76	88400	1023	206	11	207	13	33	1589	252	99	0 MP Cost

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	Absorb	X	X	150	X	0	X	0	0	0.7s	3	0	0



GARUDA

Location: M9-4-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
81	114680	1520	207	14	232	17	42	2021	320	138	0 MP Cost

Drop: Bolt Armlet, ★Lightning Ring

Steal: Bolt Armlet, ★Electrocute

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	Absorb	X	X	20	X	0	X	0	0	0.6s	3	0	0



DEATH CLAW

Location: Nibelheim – Outskirts, M2-2-3, M6-2-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
23	9050	870	24	33	34	22	26	422	100	87	-

Drop: MAG Mako Stone, ★Mythril Gloves

Steal: Mythril Gloves, ★ATK Up

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	-	-	250	X	100	100	0	200	0	0	2s	5	0	X



SCISSOR CHITIN

Location: M2-4-2, ★M6-4-5, M8-6-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
62	33850	1028	111	36	112	30	31	5460	180	94	-

Drop: MAG Mako Stone, ★Crystal Gloves

Steal: Crystal Gloves, ★ATK Up++

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	250	X	X	200	0	X	0	0	1s	5	X	X



SCISSOR CLAW

Location: M6-5-3, M7-5-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
64	57580	1240	151	37	10	33	33	6446	228	106	-

Drop: Magic Stone, ★Poison Blade

Steal: Poison Blade, ★Silence Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	250	X	X	250	0	X	0	0	0.7s	5	X	X



IRON CLAW

Location: ★M2-5-1, M6-5-6, M9-3-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
71	69780	1860	177	39	33	37	37	8138	320	118	-

Drop: Magic Stone, ★Silence Blade

Steal: Silence Blade, ★Hero Drink

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	0	0	0.3s	5	X	X



SCISSOR DEVIL

Location: M9-5-2, M9-5-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
82	78500	2080	196	43	196	41	68	11281	369	134	Endure

Drop: Death Blade, ★Stop Blade

Steal: Stop Blade, ★Gil Toss

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	0	0	0.3s	5	X	X



EXPERIMENT NO. 116

Location: ★M5-3-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
93	223760	5440	143	34	102	27	28	4052	900	0	-

Drop: ATK Mako Stone, ★Diamond Gloves

Steal: Diamond Gloves, ★ATK Up+

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	250	X	X	150	0	X	0	0	1s	5	X	X



DORKY FACE

Location: Shinra Manor – 1st Floor, M2-2-4, M8-3-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
29	4668	777	12	7	39	132	13	131	68	41	-

Drop: Ether, ★Poison

Steal: Ether, ★Gris-Gris Bag

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	80	X	0	X	0	0	1s	2	0	0



NIGHTMARE



Location: Cage of Binding, ★M8-3-3, M8-3-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
34	10200	888	32	8	48	153	17	420	120	58	0 MP Cost

Drop: Mind Stone, ★Silence

Steal: Gris-Gris Bag, ★MP Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	60	X	0	X	0	0	1s	2	0	0

PUMPKIN



Location: M8-6-2, M8-6-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
63	13450	999	37	8	77	193	20	1138	156	132	0 MP Cost

Drop: Poison, ★Silence

Steal: Gris-Gris Bag, ★Death

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	140	X	0	X	0	0	0.7s	2	0	0

JACK O' LANTERN



Location: M2-5-3, M6-6-1, M9-3-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
82	92850	2222	187	9	173	180	24	2265	200	189	0 MP Cost, Null Magic

Drop: Gris-Gris Bag x2, ★Stop

Steal: Gris-Gris Bag x2, ★MP Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	0	0	1s	2	0	0

SHADOW MONK



Location: M9-6-2, M9-6-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
83	158540	3333	188	9	224	242	25	2902	260	238	0 MP Cost, Null Magic

Drop: Dark Matter

Steal: Gris-Gris Bag x4, ★Soul of Thamasa

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	0	0	0.5s	2	0	0

EXPERIMENT NO. 118



Location: ★M5-3-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
90	132500	1111	106	9	124	172	23	1374	460	0	-

Drop: Silence, ★Death

Steal: Gris-Gris Bag x2, ★MP Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	150	X	0	X	0	0	1s	2	0	0

GARGOYLE



Location: Shinra Manor – 1st Floor, M2-2-4, ★M6-2-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
34	6668	999	13	21	41	152	40	378	240	56	-

Drop: Earring, ★Circlet

Steal: MAG Mako Stone, ★Sprint Shoes

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	30	0	0	X	0	0	1.7s	3	0	0

EVILGOYLE



Location: Depths of Judgment, M7-3-1, M8-3-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
35	13668	999	23	24	42	158	43	770	280	73	-

Drop: Magic Stone, ★Circlet

Steal: Circlet, ★Hypno Crown

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	90	0	0	X	0	0	1.7s	3	0	0

DEMON



Location: M2-2-6, M6-3-4, M7-3-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
41	19182	999	41	25	48	158	44	1095	308	133	-

Drop: MAG Up+, ★Darkness

Steal: Hypno Crown, ★MAG Up++

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	110	50	0	X	0	0	1.3s	3	0	0



HORNED DEVIL

Location: M2-5-4, ★M9-3-6

Drop: Royal Crown, ★Darkness

Steal: Hypno Crown, ★Royal Crown

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
63	72800	9999	153	31	202	188	52	3996	372	172	0 MP Cost

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	0	0	1.3s	3	0	0



BELIAL

Location: M9-5-6

Drop: Royal Crown x2

Steal: Gold Hairpin, ★SP Turbo Magic

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
90	112680	9999	237	33	242	204	55	4524	408	198	0 MP Cost

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	0	0	0.5s	3	0	0



EXPERIMENT NO. 119

Location: ★M5-4-1

Drop: Drainra, ★Drainga

Steal: Drainra, ★Drainga

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
91	188500	9999	99	28	107	166	48	2022	892	0	0 MP Cost

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	0	0	1s	3	0	0



GRASHTRIKE

Location: M2-1-1, ★M8-2-2, M8-4-1

Drop: Potion, ★AP Mako Stone

Steal: Remedy, ★ATK Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
13	1430	24	8	11	8	8	11	9	20	5	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	0	0	0	0	0	1.3s	2	0	X



HEAD HUNTER

Location: Gongaga, M2-2-5, M8-5-2

Drop: Potion, ★ATK Mako Stone

Steal: Remedy, ★LCK Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
21	2810	33	20	13	20	9	19	124	64	38	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	0	50	0	0	0	0	1s	2	0	X



GARNET MOLE

Location: M2-3-6, M6-4-4, M7-5-1

Drop: Potion, ★AP Mako Stone

Steal: Remedy, ★ATK Mako Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
66	5735	127	88	16	43	12	38	290	92	42	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	100	250	0	200	0	0	0.8s	2	0	X



MAN HUNTER

Location: M9-5-3

Drop: Potion, ★Power Stone

Steal: Remedy, ★AP Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
72	86800	255	182	17	99	15	52	864	108	48	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	150	250	0	250	120	0	0.7s	2	X	X



KILLER STINGER

Location: M9-6-2, M9-6-3

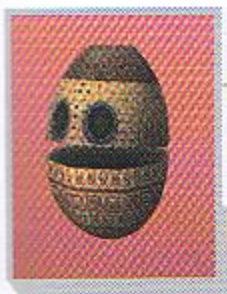
Drop: Potion, ★Power Stone

Steal: Remedy, ★Mind Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
77	93850	564	193	19	133	17	63	1078	128	56	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	250	X	0	250	250	0	0.3s	2	X	X





GRANGALAN

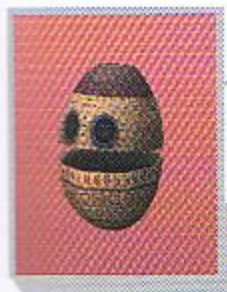
Location: Depths of Judgment

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
34	12050	999	32	148	34	223	33	970	200	300	-

Drop: Potion, ★Hi-Potion

Steal: Hi-Potion, ★X-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	3s	6	0	0



GRANGALAN JR.

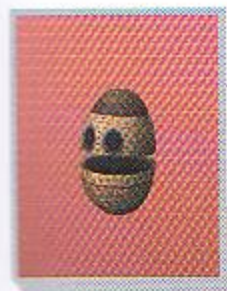
Location: Depths of Judgment – From Grangalan

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
32	7880	999	30	147	29	221	37	668	24	100	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.7s	5	0	0



BABY GRANGALAN

Location: Depths of Judgment – From Grangalan Jr.

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
31	6350	999	28	42	40	220	40	120	1	50	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.7s	4	0	0



GRANNYGALAN

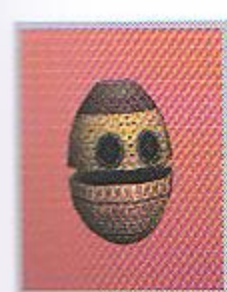
Location: ★M9-4-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
90	312800	9999	222	158	208	252	39	4350	1000	1000	-

Drop: Mind Stone, ★Mind Stone x2

Steal: Energy Suit

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	2.3s	6	X	0



MAMA GRANGALAN

Location: ★M9-4-6 – From Grannygalan

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
80	175800	9999	244	155	228	250	44	2900	200	500	

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.5s	5	X	0



ME GRANGALAN

Location: ★M9-4-6 – From Mama Grangalan

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
70	143500	9999	255	58	248	248	53	1450	24	100	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.5s	4	X	0



MALBORO

Location: Depths of Judgment, ★M9-1-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
38	48760	1235	53	21	52	142	56	2040	336	141	-

Drop: Talisman, ★Tarot Cards

Steal: SPR Up+, ★SPR Up++

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	-	-	X	X	X	X	0	X	X	127	2.7s	6	X	X



LAND MALBORO

Location: ★M2-4-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
63	264680	3230	141	24	113	144	63	8860	460	183	-

Drop: Talisman, ★Tarot Cards

Steal: Darkness

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	127	0.7s	6	X	X



GAEA MALBORO

Location: ★M2-5-6, ★M6-6-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
73	1285650	6583	174	26	142	153	74	23925	688	262	-

Drop: Mythril, ★Mythril x2

Steal: Ribbon

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	191	0.3s	6	X	X



GREAT MALBORO

Location: ★M9-6-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
99	3385000	9950	182	202	199	208	88	31936	928	293	-

Drop: Tarot Cards, ★Crystal Orb

Steal: Super Ribbon

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	255	0s	6	X	X



MOVER

Location: Cage of Binding, M8-5-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
41	5870	889	3	233	66	250	10	118	2000	0	-

Drop: Silver Armlet

Steal: Circlet, ★Hypno Crown

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.7s	2	X	X



MOVER RE

Location: M2-3-3, M6-4-1, M8-6-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
60	14860	3333	88	234	102	251	12	281	4000	0	-

Drop: Gold Armlet

Steal: Hypno Crown, ★Lunar Harp

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.7s	2	X	X



MOVER EX

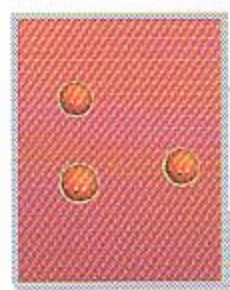
Location: ★M2-5-2, ★M6-5-5, M7-6-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
72	34860	6723	102	238	244	254	16	863	8000	0	-

Drop: Rune Armlet

Steal: Mythril x2, ★Flare

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.7s	2	X	X



THREE STARS

Location: M9-5-2, M9-5-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
80	67850	9999	135	242	255	255	20	1293	20000	0	-

Drop: Mythril Armlet

Steal: Tri-Fire, ★Tri-Thundaga

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.5s	2	X	X



HUNGRY

Location: ★M8-1-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
26	9767	375	33	11	33	26	55	302	96	112	-

Drop: Potion, ★Titanium Bangle

Steal: Potion, ★Titanium Bangle

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	0	0	0	X	0	X	0	0	2s	4	0	X



VERY HUNGRY

Location: M2-5-4, M2-5-5, M2-5-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
72	137800	6250	104	14	121	34	72	2330	136	153	-

Drop: HP Stone, ★HP Stone x2

Steal: Potion, ★Power Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	250	0	250	X	0	X	0	0	1s	4	0	X



MOST HUNGRY

Location: M9-5-2, M9-5-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
91	398500	7830	187	23	151	38	99	3074	264	184	-

Drop: Potion, ★Power Stone

Steal: Potion, ★Smart Consumer

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	X	X	0	X	0	0	0.7s	4	0	X



MANDRAGORA

Location: M6-1-5, M8-1-6, M8-2-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
29	1776	384	11	4	13	6	2	77	80	18	-

Drop: SPR Mako Stone, ★Cure

Steal: Esuna, ★Cura

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	-	-	X	X	X	X	0	X	0	0	2s	2	0	X



RAZOR WEED

Location: M8-3-5, M8-5-3, M8-5-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
37	4692	458	26	5	31	7	12	149	148	20	-

Drop: SPR Mako Stone, ★Cura

Steal: Esuna, ★Curaga

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	-	-	X	X	X	X	0	X	0	0	1.7s	2	0	X



GREEN GRASS

Location: M2-3-2, M6-4-2, M7-4-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
41	5872	593	30	6	35	8	16	228	180	24	-

Drop: SPR Mako Stone, ★Curaga

Steal: Esuna, ★Regen

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	-	-	X	X	X	X	0	X	0	0	1.3s	2	X	X



MANDRAKE

Location: M2-4-3, M6-5-2, M9-3-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
63	9975	2865	107	6	108	9	18	470	228	25	-

Drop: SPR Mako Stone, ★Esuna

Steal: Regen

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	-	-	X	X	X	X	0	X	250	0	1s	2	X	X



CHIVE

Location: M9-5-6, M9-6-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
92	98980	9753	198	7	173	10	20	977	280	34	-

Drop: Mind Stone, ★MBarrier

Steal: Barrier, ★Wall

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	-	-	X	X	X	X	0	X	X	0	0.7s	2	X	X



SLAPS

Location: M6-2-3, M8-2-5, M8-4-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
27	2280	387	16	238	5	1	37	228	64	72	-

Drop: Star Pendant, ★Potion

Steal: White Cape, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	-	-	X	X	X	0	0	X	0	0	3.3s	5	0	0



HORNETS

Location: M6-3-4, M7-3-3, M8-5-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
50	5604	432	53	240	23	3	66	438	100	86	-

Drop: Star Pendant, ★Hi-Potion

Steal: White Cape, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	-	-	X	X	X	0	0	X	50	0	2.7s	5	0	0



KILLER BEE

Location: ★M9-2-4, M9-2-5, M9-2-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
89	8280	587	137	251	112	5	88	912	112	124	-

Drop: Zeio Nut

Steal: White Cape, ★MAG Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	-	-	X	X	X	50	0	X	100	0	1s	5	0	0



GIANT HORNETS

Location: M6-6-4, M6-6-6, M9-4-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
96	13850	989	228	253	186	7	102	1586	128	338	-

Drop: Magic Stone, ★Hi-Potion

Steal: White Cape, ★Luck Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	-	-	X	X	X	100	0	X	200	0	0.7s	5	0	0



DUAL HORN

Location: ★M6-3-1, ★M8-4-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
31	12800	24	36	210	7	47	4	954	128	77	Endure

Drop: Four Slots, ★Mystile

Steal: Remedy x4, ★Remedy x6

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	100	X	X	X	X	X	100	0	1s	8	X	X



DICERATOPS

Location: ★M2-2-6, ★M2-3-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
52	25980	27	77	233	8	48	6	2688	156	158	Endure, Null Magic

Drop: Mythril, ★Aegis Armlet

Steal: ATK Mako Stone x2, ★Pearl Necklace

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	X	X	X	X	X	X	100	0	0.8s	8	X	X



WYERD

Location: M6-4-4, M7-4-6, M8-6-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
55	48799	29	133	254	9	48	7	5966	244	263	Endure, Null Magic

Drop: Aegis Armlet

Steal: Remedy x8, ★Pearl Necklace

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	X	X	X	X	X	X	X	0	0.3s	8	X	X



GRAND HORN

Location: ★M2-4-6, M6-5-4, M7-6-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
98	65040	33	224	248	9	49	10	8673	308	297	Endure, Null Physical & Magic

Drop: Aegis Armlet x2, ★Pearl Necklace x2

Steal: Pearl Necklace, ★Quake

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	X	X	X	X	X	X	X	0	0s	8	X	X

BEHEMOTH



BEHEMOTH

Location: Prologue

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
6	7870	122	8	10	11	9	8	7	16	0	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	X	X	0	200	200	0	0.8s	5	X	X



EXPERIMENT NO. 88

Location: ★Training Room

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
18	9999	172	25	150	24	205	43	58	56	0	-

Drop: Hi-Potion, ★Bronze Bangle

Steal: X-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Weak	X	X	X	X	X	X	X	X	0.8s	5	X	X





SEA HULK

Location: ★M10-4-3

Drop: Hi-Potion, ★Iron Bangle

Steal: Iron Bangle, ★Titanium Bangle

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
36	52800	187	44	22	31	23	33	1052	220	78	Regen

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	X	X	0	X	240	0	0.8s	5	X	X



BEHEMOTH KING

Location: ★Howling Fang

Drop: Goddess Key

Steal: Iron Bangle, ★X-Potion

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
41	118780	321	62	14	52	11	39	3280	316	96	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.8s	5	X	X



EXPERIMENT NO. 110

Location: ★M5-2-4

Drop: Hi-Potion, ★Titanium Bangle

Steal: Titanium Bangle, ★X-Potion

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
52	48509	483	64	18	55	17	72	5769	468	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	0	X	X	0	200	240	0	0.8s	5	X	X



JABBERWOCK

Location: ★M2-4-4, ★M9-2-6

Drop: Carbon Bangle, ★Fat Chocobo Feather

Steal: Fat Chocobo Feather, ★Fat Chocobo Feather x2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
67	287580	5260	212	19	123	18	42	11572	1108	143	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.7s	5	X	X



HUMBABA

Location: ★M6-6-6

Drop: Fat Chocobo Feather, ★Fat Chocobo Feather x2

Steal: Fat Chocobo Feather x2, ★Fat Chocobo Feather x3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
99	898500	7890	255	23	245	21	44	19018	2660	186	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.7s	5	X	X

IFRIT



IFRIT

Location: ★Mt. Tamblin – Animal Trail, ★M5-1-1

Drop: Hi-Potion, ★Wrist Band

Steal: Potion, ★ATK Up

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
8	6720	403	17	20	14	30	12	133	180	133	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	Weak	-	0	0	X	0	0	0	X	X	1s	5	X	X



IFRIT

Location: ★M8-1-1

Drop: Hi-Potion, ★Wrist Band

Steal: Potion, ★ATK Up

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
9	7820	403	18	20	15	30	12	162	180	173	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	Weak	-	0	0	X	0	0	0	X	X	0.7s	5	X	X



EXPERIMENT NO. 113

Location: ★M5-3-1

Drop: MAG Mako Stone x2, ★Hyper Wrist

Steal: ATK Up+, ★ATK Up++

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
48	43500	1738	62	33	60	36	72	1155	772	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	X	X	X	0	X	X	X	0.2s	5	X	X



MAKO IFRIT

Location: ★M9-5-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
81	2262870	7980	118	48	214	44	102	9222	888	0	-

Drop: HP Stone, ★Hyper Wrist

Steal: Kaiser Knuckles, ★Costly Punch

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	-	-	X	X	X	X	0	X	X	X	0.1s	5	0	X

GUARD SPIDER



GUARD SPIDER

Location: ★Banora – Apple Orchard, ★M3-1-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
10	7225	0	17	54	14	12	16	162	1	120	-

Drop: Potion, ★Hi-Potion

Steal: Potion, ★Bulletproof Vest

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	Weak	X	X	X	X	X	X	X	X	2s	5	X	X



ARACHNO

Location: ★M1-2-6, ★M7-2-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
26	28400	0	33	56	33	13	29	522	1	220	-

Drop: Bulletproof Vest, ★Shinra Alpha

Steal: Shinra Alpha

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	2s	5	X	X



GUARD SCORPION

Location: ★Junon, ★M3-2-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
32	49180	0	35	58	32	14	32	1872	1	333	-

Drop: Bulletproof Vest, ★Shinra Alpha

Steal: Shinra Alpha, ★Shinra Beta

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	1.7s	5	X	X



RED SCORPION

Location: ★M1-4-2, ★M3-3-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
63	96080	0	68	61	61	15	43	3318	1	415	-

Drop: Shinra Alpha, ★Shinra Beta

Steal: Shinra Beta, ★Shinra Beta+

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	1.3s	5	X	X



TARANTULA

Location: ★M1-5-3, ★M7-5-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
69	247800	0	161	63	64	17	46	6380	1	521	-

Drop: Shinra Beta, ★Shinra Beta+

Steal: Shinra Beta+

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	0.7s	5	X	X



GUARDIAN EYES

Location: ★M1-5-6, ★M7-5-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
75	315400	0	175	68	68	19	48	8083	1	611	-

Drop: Shinra Beta x2, ★Shinra Beta+

Steal: Shinra Beta+, ★SP Turbo Attack

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	0.5s	5	X	X



SCARLET PICK

Location: ★M9-3-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
88	657450	0	222	72	82	20	53	9854	1	703	-

Drop: Adamantite, ★Adamantite x2

Steal: Shinra Beta+, ★SP Barrier x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	0.3s	5	X	X





BLACK WIDOW

Location: ★M9-4-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
96	1538500	0	254	85	86	22	56	12313	1	818	-

Drop: Shinra Beta x2, ★Shinra Beta+ x2

Steal: Shinra Beta+ x2, ★SP Barrier

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	0.3s	5	X	X

BOSSES



BAHAMUT

Location: ★Banora, ★M5-1-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
13	8740	424	18	69	24	102	16	276	300	280	-

Drop: Potion, ★Force Bracelet

Steal: Potion, ★Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	1.3s	5	X	0



BAHAMUT

Location: ★M8-1-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
17	10320	820	20	99	27	102	22	654	408	380	-

Drop: Wrist Band, ★Power Wrist

Steal: Bulletproof Vest, ★Shinra Alpha

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	X	X	X	X	X	X	X	X	1s	5	X	0



BAHAMUT FURY

Location: ★Shinra Building, ★M5-1-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
20	18000	312	25	111	36	118	30	682	456	410	-

Drop: Potion, ★Hi-Potion

Steal: Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	X	X	X	X	X	X	X	X	3s	12	X	0



BAHAMUT FURY

Location: ★M8-5-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
72	99999	1380	79	117	38	104	64	1411	1184	560	-

Drop: Thundaga, ★Thundaga x2

Steal: Hi-Potion, ★X-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
X	X	X	X	X	X	X	X	X	X	X	2.3s	12	X	0



GENESIS (1ST ENCOUNTER)

Location: ★Mako Excavation Facility

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
20	14800	525	39	74	38	88	32	3318	2004	5000	-

Drop: MBarrier

Steal: Elixir, ★Elixir x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	30	80	30	X	X	X	X	X	0.4s	4	X	X



GENESIS

Location: ★M5-1-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
20	14800	525	39	74	38	88	32	785	420	0	-

Drop: ATK Mako Stone

Steal: MAG Mako Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	30	80	30	X	X	X	X	X	0.4s	4	X	X



ANGEAL PENANCE

Location: ★Bathhouse 2nd Floor—Hall

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
25	27800	544	37	107	44	103	24	4711	3000	4000	-

Drop: Lightning Armlet

Steal: Bronze Armlet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	50	X	X	X	X	X	0.7s	5	X	X



ANGEAL PENANCE

Location: ★M5-1-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
25	27800	544	37	107	44	163	24	952	468	0	-

Drop: Hi-Potion, ★Lightning Armlet

Steal: Bronze Armlet

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	50	X	0	X	X	247	0.7s	5	0	X



GENERAL'S TANK

Location: ★Central Tunnel – Level 6, ★M3-2-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
26	26860	0	32	175	18	40	20	918	1	336	-

Drop: Bronze Bangle, ★Bulletproof Vest

Steal: HP Mako Stone, ★Power Attack

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	2.3s	5	X	X



GROSSPANZER

Location: Howling Fang

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
43	78600	0	61	177	22	43	22	1960	1	453	-

Drop: HP Mako Stone x2, ★Lightning Armlet

Steal: HP Stone, ★Vital Slash

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	127	2.3s	5	X	X



MARTIAL TANK

Location: ★M1-4-4, ★M7-4-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
77	108770	0	98	183	24	44	24	4980	1	486	-

Drop: Carbon Bangle, ★Shinra Alpha

Steal: Blast Wave, ★Exploder Blade

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	2s	5	X	X



GRANDPANZER

Location: ★M9-3-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
82	380486	0	201	186	26	46	26	11011	1	596	-

Drop: HP Stone

Steal: Adamantite, ★Adaman Bangle

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	191	1s	5	X	X



GOLIATH

Location: ★M9-6-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
99	880000	0	255	192	28	48	31	23264	1	0	-

Drop: Adamantite x2, ★Adamantite x4

Steal: Adamantite, ★Full Cure

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	255	0.3s	5	X	X



SUPPORT MACHINE

Location: ★Central Tunnel – Level 6, ★M3-2-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
12	1470	0	10	6	9	2	3	12	1	0	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	2s	2	0	0



PANZER JR.

Location: Howling Fang

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
30	2270	0	27	8	11	4	3	23	1	0	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	3s	3	0	0



SUPPORT MACHINE+

Location: ★M1-4-4, ★M7-4-4

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
73	2880	0	53	10	30	6	4	39	1	0	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	1.7s	3	0	0



PANZER JR.+

Location: ★M9-3-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
90	16528	0	187	12	10	8	4	85	1	0	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	2.7s	3	0	0



SEPHIROTH (1ST ENCOUNTER)

Location: ★Nibel Reactor

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
36	52820	9999	40	120	38	128	62	6415	600	0	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	1.5s	6	0	X



SEPHIROTH (2ND ENCOUNTER)

Location: ★Nibel Reactor

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
36	31900	9999	40	126	38	165	64	7358	1200	0	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	1.5s	6	0	X



SEPHIROTH

Location: ★M5-2-1

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
36	31900	9999	40	126	38	165	64	1238	400	0	-

Drop: Silver Armlet, ★Mountain Chocobo Armlet

Steal: Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	1.5s	6	0	X



SEPHIROTH

Location: ★M5-2-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
36	52820	9999	40	120	38	128	62	1522	400	0	-

Drop: Hyper Wrist, ★Iron Bangle

Steal: Hi-Potion

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	1.5s	6	0	X



EXPERIMENT NO. 124

Location: ★M5-4-6

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
88	428750	9999	140	128	140	60	10	9264	1000	0	-

Drop: Power Stone

Steal: Magic Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	X	X	X	X	X	X	X	X	1s	6	0	X



FIRE MATERIA

Location: ★Nibel Reactor, ★M5-2-2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
30	14352	505	2	104	35	155	10	48	104	0	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	Weak	X	X	X	X	X	X	X	X	X	4s	4	0	0



BLIZZARD MATERIA

Location: ★Nibel Reactor, ★M5-2-2

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
30	14352	505	2	104	35	155	10	48	104	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
X	Absorb	Weak	X	X	X	X	X	X	X	X	4s	4	0	0



THUNDER MATERIA

Location: ★Nibel Reactor, ★M5-2-2

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
30	14352	505	2	104	35	155	10	48	104	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	X	Absorb	X	X	X	X	X	X	X	X	4s	4	0	0



SUPPORT MATERIA

Location: ★Nibel Reactor, ★M5-2-2

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
30	14352	505	2	104	35	155	10	48	104	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	X	X	X	X	X	X	X	X	4s	4	0	0



RED MATERIA

Location: Cage of Binding

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
31	14352	999	4	133	36	144	10	48	132	100	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Absorb	Weak	X	X	X	X	X	X	X	X	X	4s	10	0	0



BLUE MATERIA

Location: Cage of Binding

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
31	14352	999	4	133	36	144	10	48	132	100	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
X	Absorb	Weak	X	X	X	X	X	X	X	X	4s	10	0	0



YELLOW MATERIA

Location: Cage of Binding

Drop: Hi-Potion, ★X-Potion

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
31	14352	999	4	133	36	144	10	48	132	100	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Weak	X	Absorb	X	X	X	X	X	X	X	X	4s	10	0	0



GREEN MATERIA

Location: Cage of Binding

Drop: Hi-Potion, ★X-Potion

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
31	14352	999	4	133	36	144	10	48	132	100	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	X	X	X	X	X	X	X	X	4s	10	0	0



G ELIMINATOR

Location: ★Highway to Midgar, ★M3-2-6

Drop: MP Mako Stone, ★AP Mako Stone

Steal: Mountain Chocobo Armlet, ★Iron Bangle

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
38	65300	999	41	18	39	11	36	2180	420	113	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	0.3s	5	X	X





G REGICIDE

Location: ★Portal of Severance

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
40	95800	1830	58	22	66	12	38	3718	648	154	-

Drop: MP Mako Stone, ★AP Mako Stone

Steal: River Chocobo Armlet, ★Titanium Bangle

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.2s	5	X	X



G DOMINATOR

Location: ★M3-3-6, ★M7-4-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
51	125200	2380	72	26	99	14	44	7770	1040	189	-

Drop: MAG Mako Stone, ★Assault Twister+

Steal: Sea Chocobo Armlet, ★Carbon Bangle

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.2s	5	X	X



G EQUITES

Location: ★M9-2-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
64	218560	3057	121	29	112	17	46	9726	1268	207	-

Drop: ATK Mako Stone, ★AP Mako Stone

Steal: Sky Chocobo Armlet, ★Platinum Bangle

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.2s	5	X	X



G HETAIROS

Location: ★M3-5-3, M3-5-5

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
72	418750	7380	131	38	135	19	48	14398	1424	233	-

Drop: Mythril

Steal: Hyper Wrist, ★Kaiser Knuckle

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	0	0.1s	5	X	X



HOLLANDER

Location: ★Abandoned Mako Reactor

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
37	98540	156	20	6	42	82	37	9977	1780	3000	-

Drop: Status Ward

Steal: Dark Matter, ★Dark Matter x2

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	X	X	X	X	X	X	X	X	2s	4	X	X



HOLLANDER

Location: ★M5-2-3

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
37	98540	156	20	6	42	82	37	1753	308	85	-

Drop: MAG Mako Stone, ★Magic Stone

Steal: MP Mako Stone, ★MP Stone

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	X	X	X	X	X	X	X	X	2s	4	X	X



GENESIS AVATAR

Location: ★Portal of Severance

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
53	600000	2301	57	26	48	20	36	0	0	0	Null Physical

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	3s	20	X	0



MATERIA

Location: ★Portal of Severance

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
50	230000	5000	60	81	54	128	45	0	0	0	-

Drop: N/A

Steal: N/A

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	-	20	-	X



G SHADOW SCYTHE

Location: ★Portal of Severance

Drop: Hi-Potion, ★Elixir

Steal: Hi-Potion, ★Elixir

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
36	5072	24	43	180	17	30	44	0	24	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	200	0	X	100	0	2s	4	X	0



G SHADOW KNIGHT

Location: ★Portal of Severance

Drop: Soma, ★Elixir

Steal: Soma, ★Elixir

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
36	5500	61	33	64	29	70	46	0	24	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	200	0	X	100	0	1.3s	4	0	0



G SHADOW MAGE

Location: ★Portal of Severance

Drop: Ether, ★Elixir

Steal: Ether, ★Elixir

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
36	4463	124	17	29	40	180	42	0	24	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	200	0	X	100	0	2.3s	4	0	0



GENESIS (2ND ENCOUNTER)

Location: ★Portal of Severance

Drop: N/A

Steal: N/A

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
46	99999	9999	51	37	43	48	61	0	0	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	X	X	X	X	0.3s	4	X	X



EXPERIMENT NO. 114

Location: ★M5-3-2

Drop: VIT Mako Stone, ★ATK Mako Stone

Steal: MAG Mako Stone, ★MAG Mako Stone x2

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
43	105000	9999	67	58	103	28	10	1698	176	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	200	200	0	X	200	191	2.3s	5	X	X



EXPERIMENT NO. 123

Location: ★M5-4-5

Drop: Power Stone, ★HP Stone

Steal: Guard Stone, ★Magic Stone

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
72	435850	999	124	102	185	29	10	4797	1	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
-	-	-	X	X	X	X	0	X	X	X	1.3s	5	X	X



MINERVA

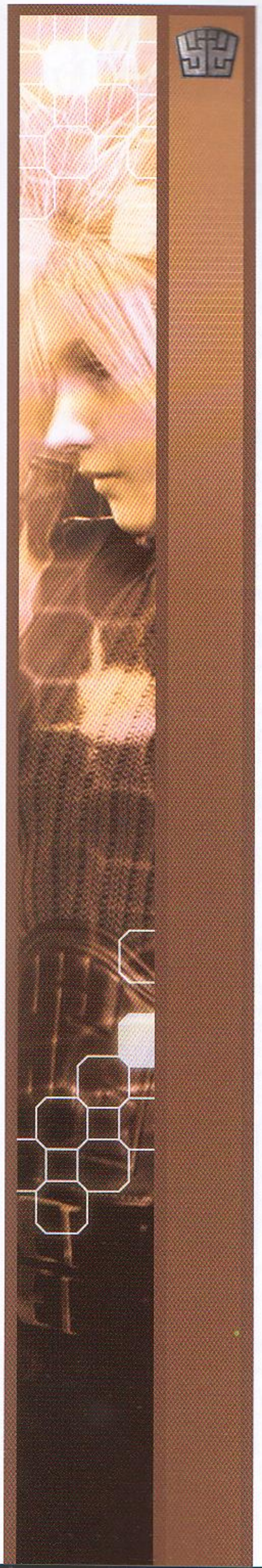
Location: ★M9-6-6

Drop: N/A

Steal: Phoenix Down x99

Level	HP	MP	ATK	VIT	MAG	SPR	LCK	EXP	SP	Gil	Effects
100	10000000	999999	255	201	255	255	255	0	40000	0	-

Fire	Ice	Thunder	Poison	Silence	Stun	Stop	Gravity	Death	Blast Wave	Zantetsuken	Recovery	Stagger	Interrupt	Float
Half	Half	Half	X	X	X	X	X	X	X	X	2s	5	X	0



23 WISHES

During a touching scene in *CRISIS CORE*, Aerith confesses she has 23 wishes of Zack. She relents, however, and instead asks for only one, all-encompassing wish—to spend more time together. Fans of this star-crossed pair and *FINAL FANTASY VII* already know how this turns out. In the spirit of Aerith's request, and as fans of the *FINAL FANTASY VII* ourselves, we offer these 23 items of interest, tips, and oddities from *CRISIS CORE* and the world of *FINAL FANTASY VII* at large.

NEW GAME+

After completing the game, you'll be prompted to make a new save. Loading a game from this new save will begin a New Game+, starting the game over while allowing Zack to retain almost everything he's earned.

The following items transfer to a New Game+:

- *Level, Experience, SP, Gil, Playtime, Non-Key Items, Materia, and DMW Completion Rate*

The following items do not transfer:

- *Key Items, Materia/Accessory Slot Expansion, Ability to SP convert and fuse materia, DMW Images, Mission Progress, Mail, and Unlocked Shops*

CURSED PLAYTHROUGH

Before heading to Fort Tamblin, Zack's friend Kunsel directs him to check the SOLDIER supply pod by the Briefing Room for a free item. When prompted to do so for the first time, immediately check it 20 more times. Kunsel will chide Zack for being greedy each time, before finally relenting and giving up a **Cursed Ring**.



This ring increases all attributes by 10 but also inflicts Curse on Zack. This means the DMW will not spin. In addition to preventing limit breaks and summons from occurring, Zack will not level up. If you're looking for a challenge, what better way to find it than by playing through the game without the luxury of leveling up or using limit breaks?

STRIKING A POSE

Depending on Zack's HP status both during and immediately after battle, his posture and celebratory actions change.

Standing Posture

Remaining HP	Posture
>25%	Zack stands upright and acts normally.
<25%	Zack slumps over, exhausted from damage taken.

Victory Pose

Remaining HP	Pose
≥100%	Zack spins his sword to celebrate an easy win.
25%-99%	Zack secures his weapon normally.
<25%	Zack wipes sweat from his brow after a narrow victory.

TYING UP LOOSE ENDS PRE-NIBELHEIM

The Nibelheim Incident is legendary in the chronology of *FINAL FANTASY VII* as the catalyst that sets events barreling toward the beginning of *FINAL FANTASY VII*. *CRISIS CORE* finally pulls back the veil on the true events of that horrific day, as the final portion of the game deals with the incident and its aftermath. Setting the events at Nibelheim in motion before unlocking certain missions, however, prevents you from accessing those missions at all, as well as any subsequent missions to which they lead. Later missions contain rewards that outstrip anything found in the normal game, and completing all 300 missions grants Zack the incomparable **Heike Soul** accessory!

Missions That Cannot Be Unlocked After Nibelheim

Mission	When to Unlock
M1-2-1	After returning from Ft. Tamblin
M2-1-1	After returning from Banora
M2-1-2	After returning from Banora
M2-1-3	After falling from 5th Plate
M2-1-4	After falling from 5th Plate
M2-1-5	After battle with Bahamut Fury
M2-1-6	After battle with Bahamut Fury
M4-3-1	After battle with Bahamut Fury
M4-3-2	After battle with Bahamut Fury
M4-3-3	After battle with Bahamut Fury
M4-3-4	After battle with Bahamut Fury
M4-3-5	After battle with Bahamut Fury
M4-3-6	After battle with Bahamut Fury
M6-2-1	After battle with Bahamut Fury
M7-1-1	After falling from 5th Plate
M8-2-1	After returning from Banora

LINEAGE OF THE BUSTER SWORD

The first glimpse of the Buster Sword occurred during the North American version of *FINAL FANTASY VII* back in 1997. As *CRISIS CORE* makes apparent, Cloud was not always the owner of this striking weapon. The story of the sword and how it came into Cloud's possession represents much of the focus of *CRISIS CORE*, as the sword's storied past matches its outsized dimensions.



PAUPER TO PRINCE

Cloud shows up at the beginning of *FINAL FANTASY VII* sporting SOLDIER 1st Class duds and wielding the aforementioned Buster Sword. He claims to be exactly what he seems—a 1st Class operative of SOLDIER. Whether that's actually the case comes into question late in *FINAL FANTASY VII*, but *CRISIS CORE* reveals exactly what occurred that led Cloud into the events of *FINAL FANTASY VII* and the exploits of AVALANCHE, walking the walk of a SOLDIER 1st Class while wearing the uniform to boot.

LET THE SELLER BEWARE

Zack will obtain new items and accessories frequently, thus making some older pieces of gear obsolete. You may be tempted to sell them, but check out their data in the "Accessories & Items" chapter first and decide whether old items may be worth holding onto. Once the ability to include items in Materia Fusion is unlocked, all those old accessories can become very useful!

MAGIC POTS

Magic Pots are elusive creatures that occasionally appear during certain missions. You can't actually defeat them; instead, these foes will request specific actions from Zack depending on the mission. Perform the requested actions and the Magic Pot will offer up rare bounty. After appeasing a Magic Pot for the first time, it will offer up the **Magic Pot DMW image**! Satisfying the requests of additional Magic Pots after acquiring the DMW image will yield the results listed in the following table. The Magic Pots in Mission 7-6-6 will also drop a **Genji Shield** if you don't have one in your inventory (whether you haven't received one yet, or you have and it's equipped). This means you can get more than one Genji Shield, although wearing them both offers no benefit. If you have a Genji Shield idle in your inventory, they will drop the items listed in the following table.

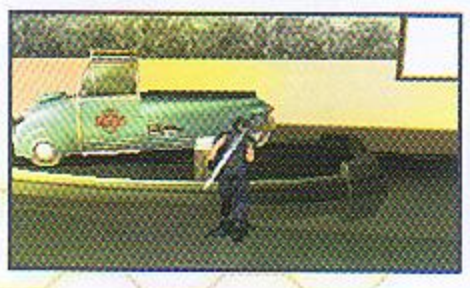
Locations, Requests, & Rewards for Magic Pots

Mission	Requests	Results
10-2-3	Jump, Fire, Gravity, Assault Twister	Feather Cap, ★Doc's Code
2-2-6	Blizzaga, Firaga, Thundaga, Gravity	Precious Watch, ★Curse Ring
2-5-4, 2-5-5, 2-5-6	Ultima, Tri-Fire, Iron Punch, Electrocute	Jeweled Ring, ★Assault Targe
7-6-6	Gil Toss, Costly Punch, 99999 damage, Octaslash	Impervious, ★Full Cure

While most Magic Pots have requirements that are relatively easy to fulfill, the requests from the foes in Mission 7-6-6 can be very trying. In addition to materia for Gil Toss and Costly Punch, you'll need an accessory that breaks the 9999 damage limit—either the Brutal, Divine Slayer, Genji Glove, or Heike Soul. This, coupled with the Costly Punch materia, will cover the 99999 damage request. The hard request is Octaslash. You'll likely want a Mastered Octaslash materia or two, although even with these equipped actually getting Octaslash on the DMW when a Magic Pot asks for it is as much a matter of luck as anything. Finally, if you're trying for a Genji Shield but don't have the Magic Pot DMW image, go to a mission besides 7-6-6 to get the DMW image first. It's not worth going for it on 7-6-6 and wasting a a successful outcome.

SHINRA'S FALL CATALOG

In the Shinra Building Exhibit Room, a few very familiar vehicles are on display. Here you'll find more pedestrian fare displayed right alongside triumphs of aviation. The Hardy-Daytona motorcycle, Shinra Model pA-86 coupe, and Shinra Model sA-37 truck can be observed, along with the Airship Highwind and Shinra #26 Rocket. The astronaut slated to take up the rocket? None other than Cid Highwind!



DEFERENCE TO THE VILLAIN?

A few lighthearted summons won't appear during certain battles. Whether it's out of respect to the moment (or they just couldn't find the battlefield) we can't say, but Chocobo, Magic Pot, Cactuar, Cait Sith, and Moogle will not appear during any battles with Genesis, Angeal, or Sephiroth.

FAMILIAR NAMES, NOT-SO-FAMILIAR FACES

On the Nibel Plains toward the end of the game, Zack will encounter a host of Gun Bull Head machines with interesting names. If you played *FINAL FANTASY X*, these names should sound familiar—they're from Wakka's Blitzball team! Also included are Biggs and Wedge, names that have shown up in numerous *FINAL FANTASY* titles since *FINAL FANTASY VI* and serve to pay homage to a legendary film franchise set in a galaxy far, far away!



THE GREATER PLANS OF SHINRA

The events in *CRISIS CORE* throw the motives of Shinra into question. From the dueling doctors Hojo and Hollander, to the curious and secretive director Lazard, and the shadowy past of top operative Sephiroth, much of Shinra's motives and methods are shrouded in uncertainty. For more on Shinra's goals and background, consult with director Lazard before heading to Modeoheim midway through the main story.

STRANGE EFFECTS

Spells from the Drain and Osmose families operate by draining HP or MP from the target and pulling it to the spell user in a glowing orb. This effect can be seen whether these spells are used by Zack or his enemies. If an enemy uses this spell on Zack but is defeated before the spell completes, a curious thing happens—the orb of HP or MP created by the spell will still travel back to the location of the enemy, but with no living creature to absorb it, the orb will swirl in place for a while, spiraling toward nothing! Try seeing this effect on the G Predators who populate M3-3-1 and use Drain and Osmose frequently.

SHADES OF GEM BOX & ECONOMIZER

Combat can change significantly once Zack acquires the **Dualcast** materia (treasure chest in M9-4-1; purchase from Network Shop Shade; or steal from Makonoid in M9-5-1). Having Dualcast equipped causes any spell that is not Flare or Ultima to cast twice rather than once. MP costs are doubled, but this can be rendered moot with an item like **Soul of Thamasa**.

As you may guess, the ability to cast powerful magic like Graviga, Quake, and Electrocute twice with no MP cost is incredibly potent—and arrives just in time for the grueling final gauntlet of difficult missions. Incidentally, there are items like **Laurel Crown** that also reduce AP cost to 0, but skills are generally weaker than spells and no item allows skills to strike twice, making this inherently less useful.

THE BIGGER THEY ARE...

The spell Energy may seem underwhelming after its first use. By the time you acquire it, you will likely have spells like Quake and Hell Thundaga. Energy, with its lone, slow-moving projectile, seems unimpressive in comparison to some of the other attacks. It deserves a second glance, however. Energy has strong homing capabilities, can strike multiple targets without dissipating, and can strike the same target multiple times. Against larger enemies like tanks or behemoths, Energy strikes over and over again, dealing huge damage. At the cost of only 33 MP, this makes it a bargain, especially against these hefty foes.



ALL THOSE SQUATS PAY OFF!

As with other *FINAL FANTASY* games, dating all the way back to *FINAL FANTASY IV*, Jump is not just a tool for dealing damage—it can also be used to avoid attacks. Use a Jump attack when surrounded by foes to leap over their harmless onslaught before countering with an attack of your own. This is especially useful with the Jump attacks capable of inflicting status effects or with Aerial Drain. Aerial Drain steals HP from every target it hits, meaning that using it as the Jump attack of choice against a throng of foes can restore enormous amounts of HP to Zack!

A DIFFERENT KIND OF LIMIT BREAKING

In what is referred to as Break status, Zack can exceed his maximum HP. This usually occurs as the result of Power Surges from the DMW, but it can be triggered intentionally. Outside of combat, swap the materia and accessories that you prefer to those that grant as much HP as possible. Heal Zack to maximum, then switch back to your preferred gear. HP will remain in Break status up to the amount for which you healed! Normally you can use this trick to grant Zack up to double his actual maximum HP, but with a **Feather Cap** equipped, you can triple his maximum HP! This trick works with AP and MP as well.



DANGEROUS COMBINATIONS

Through materia like Elemental Strike and accessories like Force of Nature, Zack can add the elements of Fire, Ice, and Thunder to his physical attacks. When used against enemies weak to a particular element, this will result in double damage. This effect even extends to most physical attacks and skills. The wrong combination can actually end up causing damage to Zack. If you equip Zack with an element that a given enemy *absorbs*, attacks that normally have a Drain effect will actually damage Zack and give his HP to the enemy! Beware the use of Drain-type attacks when equipped with elemental properties.

BRINGING A KNIFE TO A GUN FIGHT

CRISIS CORE allows much customization of Zack's abilities. So much, in fact, that the wrong customization might end with Zack unable to defeat his foes! Avoid reducing ATK and MAG to 0 through certain pieces of equipment, and avoid equipping only magic or only physical materia. Some enemies can nullify physical or magic attacks, completely negating one entire type of damage.

During a battle with such a foe, Zack may be completely ineffective, reduced to running around trying to avoid damage or waiting for a useful DMW result. On that note, remember that the **Cursed Ring** and **Heike Soul** accessories permanently inflict Curse while equipped, preventing even a DMW bailout. Although unlikely, with the wrong combination of accessories and materia, it's possible to stumble into battles that cannot be won.

THE BENEFITS OF PROPORTIONAL DAMAGE

Gravity and its big brother Graviga are terrific offensive spells. Respectively, they remove either one-fourth or one-half of the enemy's HP. Very few enemies resist proportional damage effects, so these spells will see a lot of use. In particular, they become useful against very powerful foes. No matter how much defense or HP a given monster may have, the effects of proportional damage are consistent and reliable.



Once an item that breaks the damage limit (like Brutal or Genji Gloves) is equipped, these spells become nearly unstoppable. They are capable of inflicting up to 99999 damage against any target that doesn't resist proportional damage. And, while these spells normally cannot kill, coupling Graviga with SP Turbo Magic (which doubles the power of spells when mastered) results in a spell that will one-shot anything with less than 99999 maximum HP!

EXTRA KEY ITEMS

While there is not much need for it, it is possible to obtain extras of certain key items that are obtained by killing monsters. In areas where Goddess Keys or Coffin Keys are obtained from defeated enemies, Zack can snag more than one by killing multiple enemies at once. In this case, try using attacks that hit the entire battlefield like Ultima and Flare. Having an item equipped that doubles an enemy's drop rate (the **Jeweled Ring** or **Heike Soul**) only adds to spoils.



ACHIEVING DMW COMPLETION

You can view the DMW image gallery from the Main menu. This screen displays any DMW images you've collected, along with the completion percentage. This percentage can increase when a particular image appears during a Power Surge on the DMW in combat. While the DMW percentage rate for summons is easy to fill up (it requires only a couple of Power Surges), filling up the percentage rates for the character images can take much longer. Each character must appear during potentially dozens of Power Surges in order to achieve 100% completion.



Achieving 100% completion for every image grants you the **Genji Armor**. You will have no opportunity to achieve this by simply playing through the main quest, as several DMW images are buried in the missions and filling completion rates takes considerably more combat than exists in the main game. If you try to complete all 300 missions, you should approach 100% completion for every DMW image around the same time you draw near 100% completion for missions. At this point, start wearing the DMW-enhancing materia for the DMW images that aren't yet completed and take your time in combat, allowing the DMW a chance to spin in your favor.

A CHANGE OF DECOR

Tired of the PSP's normal home screen? Try sprucing it up with some art straight from *CRISIS CORE*! Take a Pro-Duo memory stick with at least one *CRISIS CORE* save file and insert it into a capable card reader for PC. Go to the PSP folder, then the Savedata folder, then ULJM05254DATA~. Copy PIC1.png, and paste it to the PHOTO folder within the PSP folder (if this folder does not exist, create it). Finally, place the memory stick back in the PSP, turn it on, and set the new photo as your wallpaper from the Photo menu.

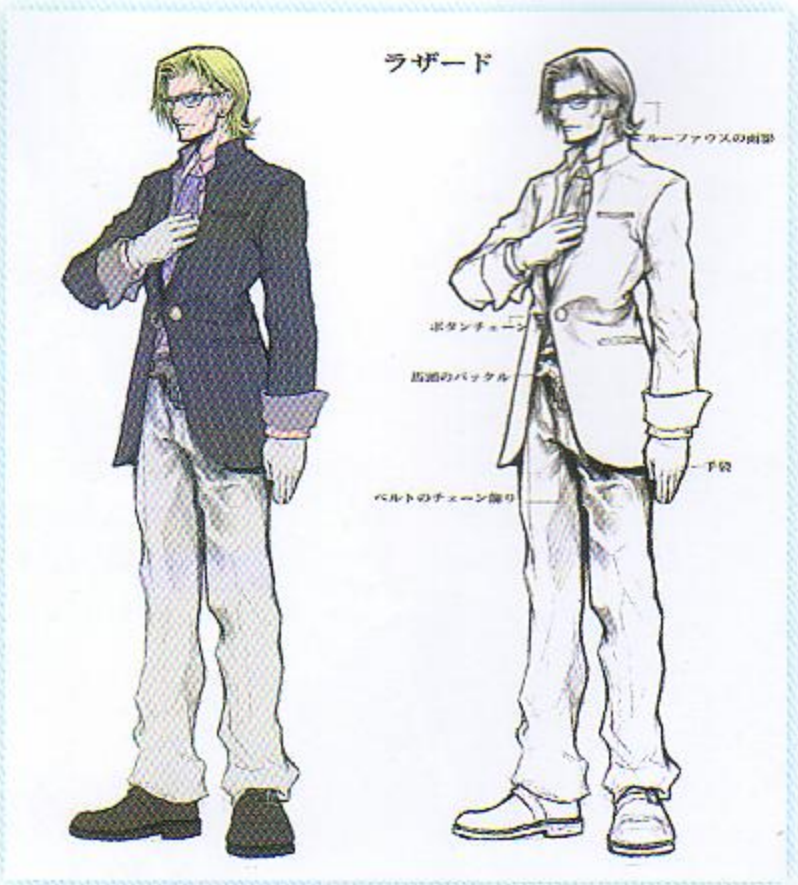
ART GALLERY





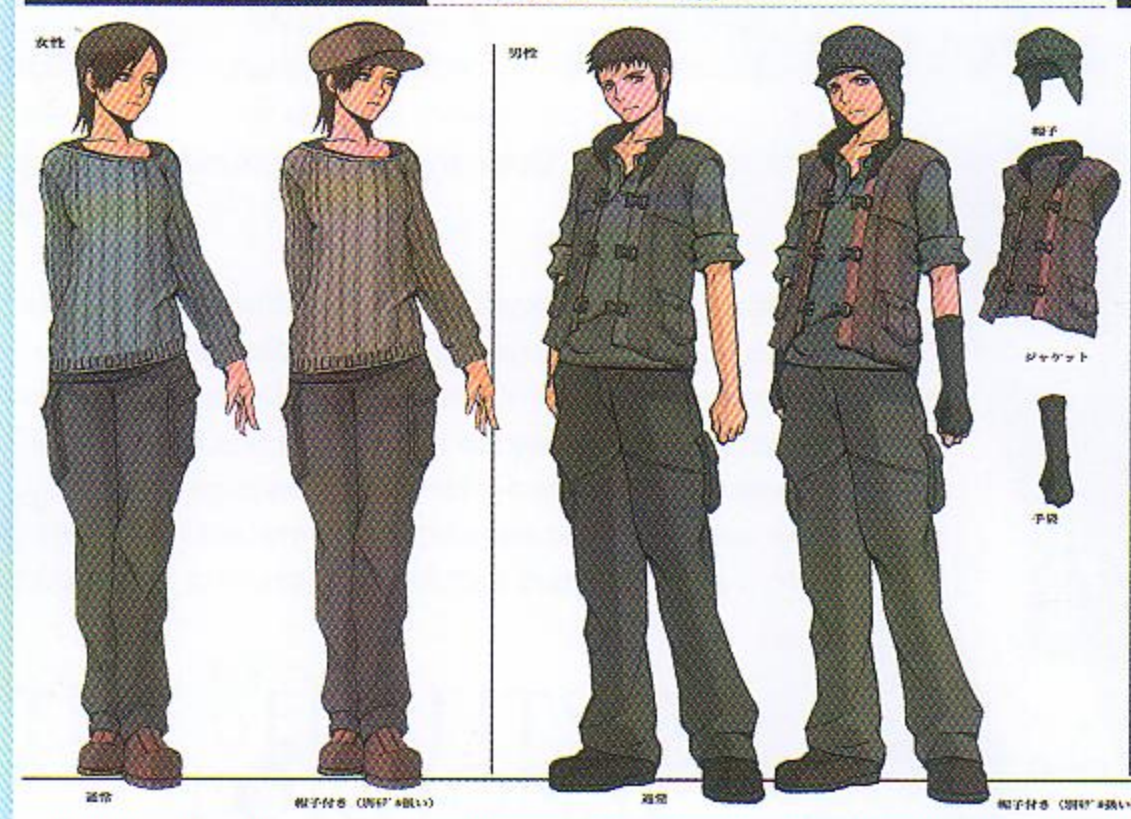




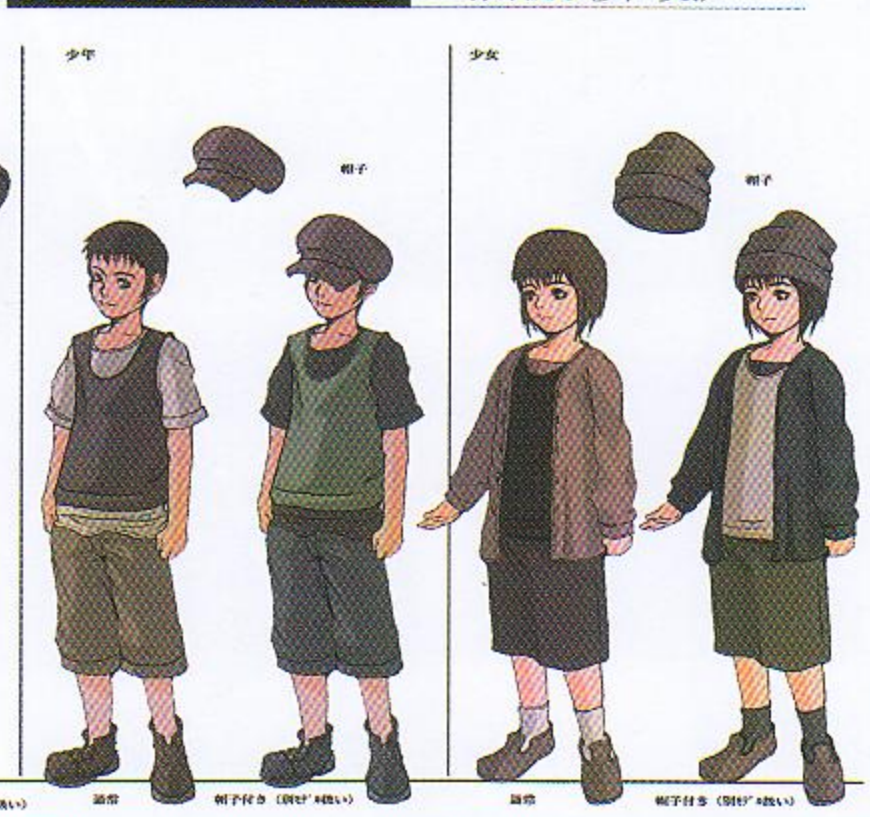




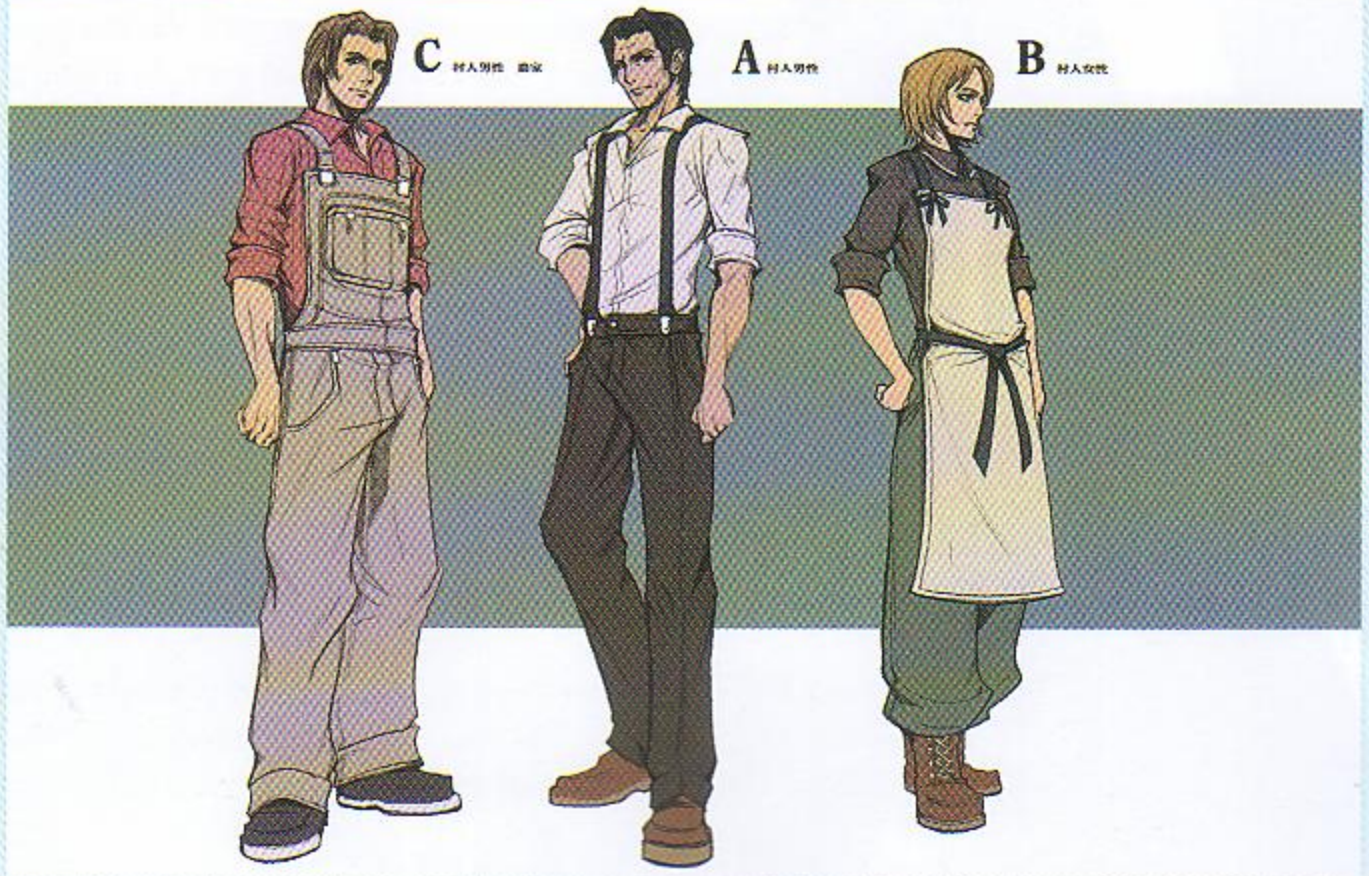
CRISIS CORE 街の人NPC（男性・女性）



CRISIS CORE 街の人NPC（少年・少女）

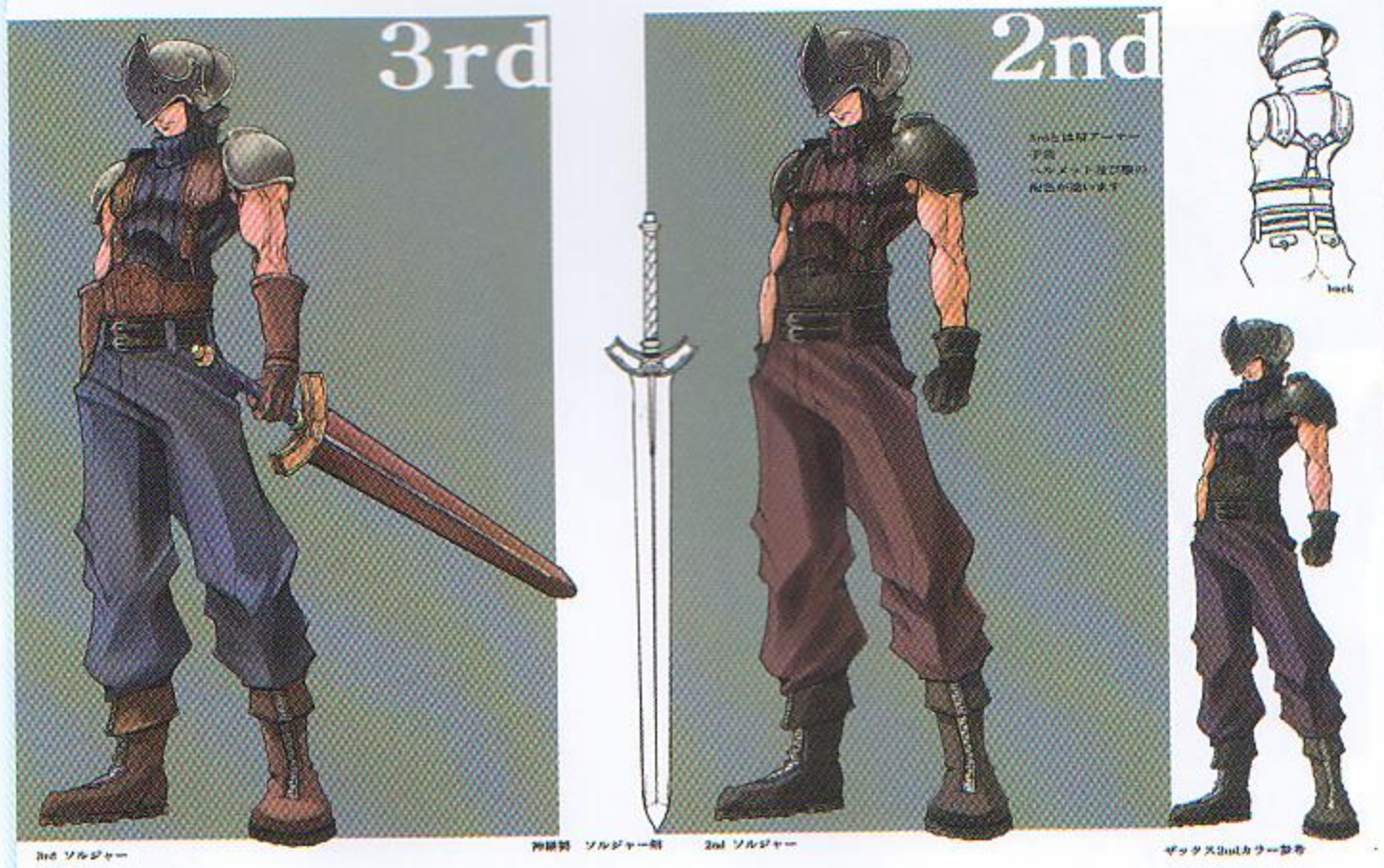


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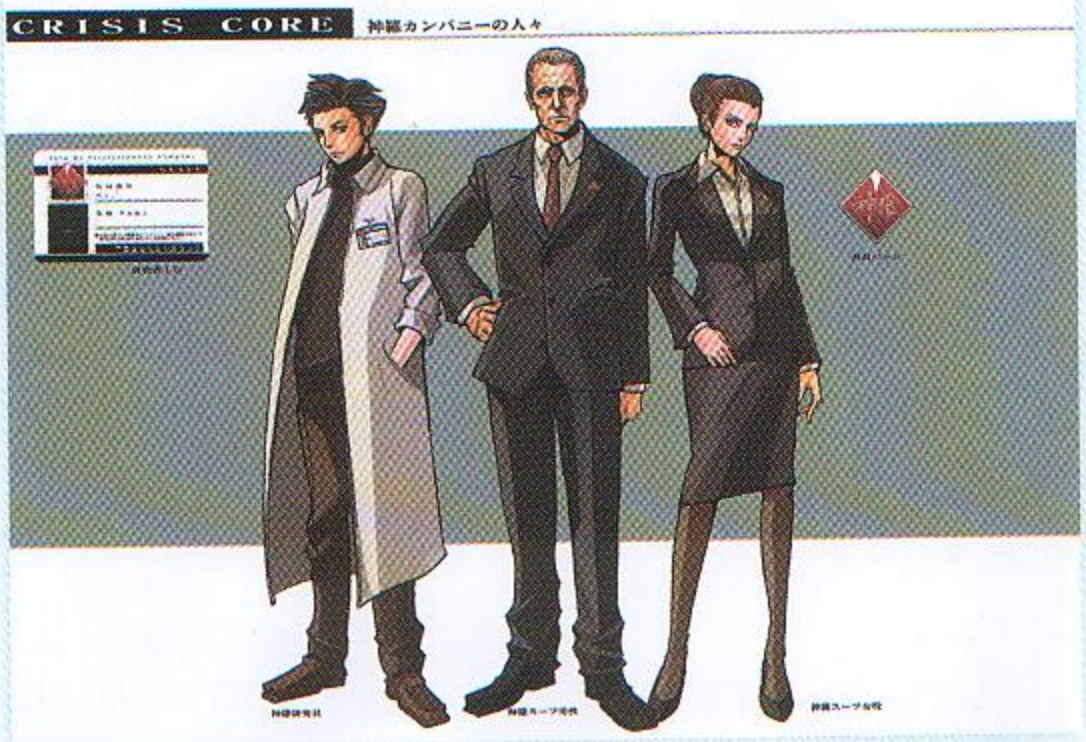


CRISIS CORE　ソルジャー 3rd　ソルジャー 2nd



3rd ソルジャー　神羅製 ソルジャー剣　2nd ソルジャー　ザックス2ndカラー参考

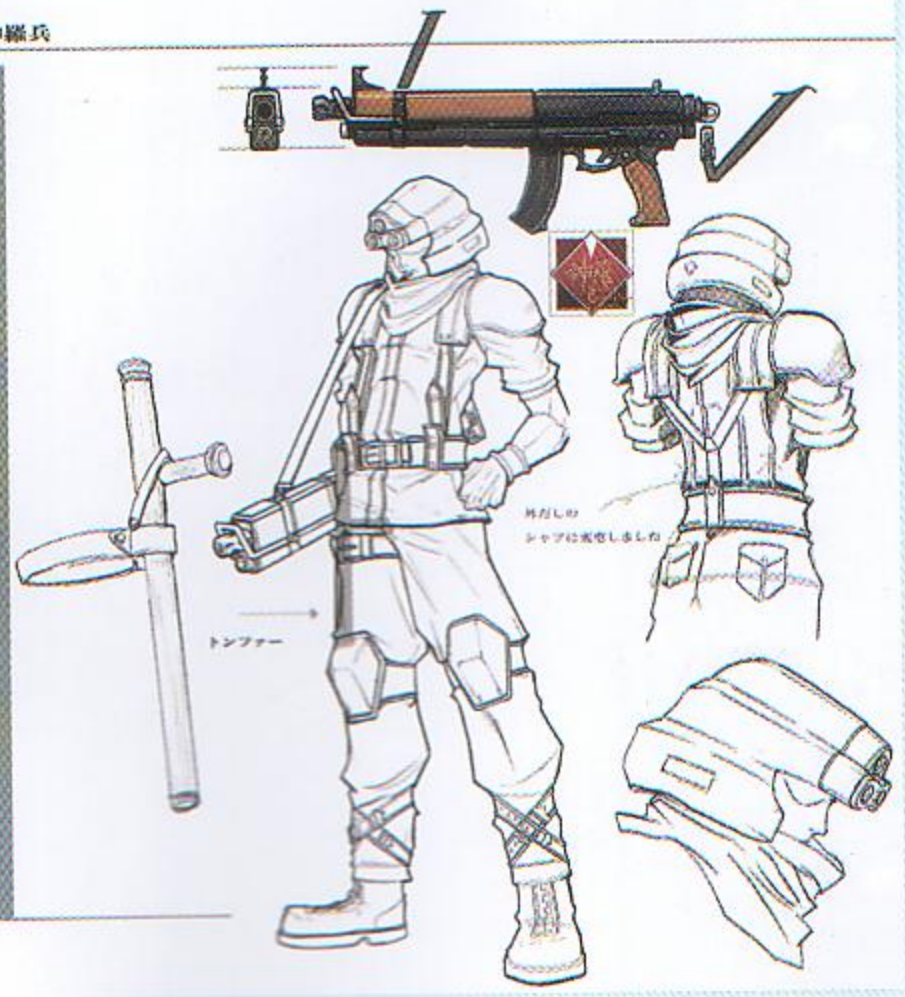
CRISIS CORE　神羅カンパニーの人々



神羅研究社　神羅スーツ男性　神羅スーツ女性

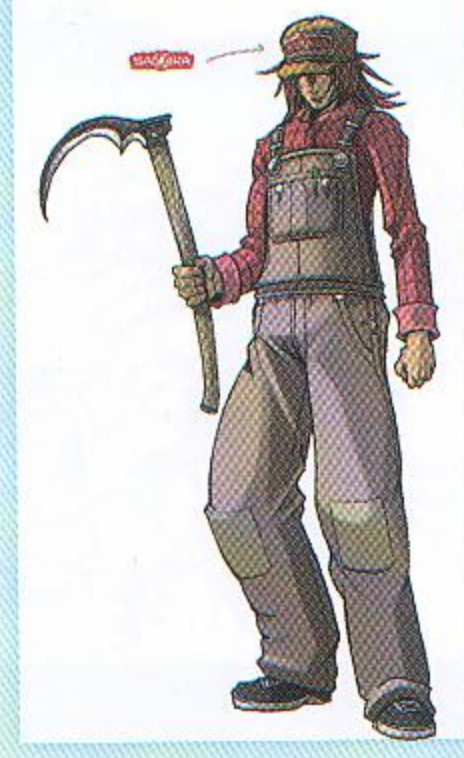
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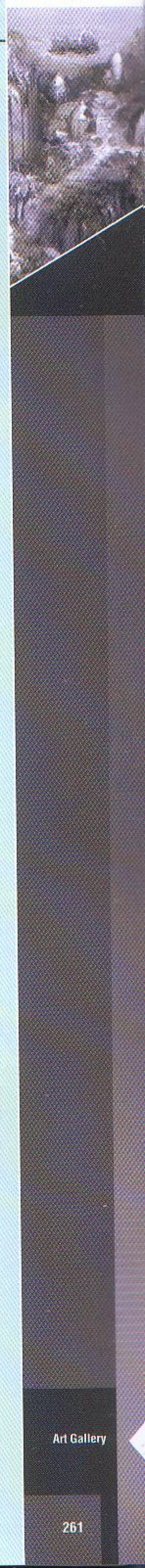




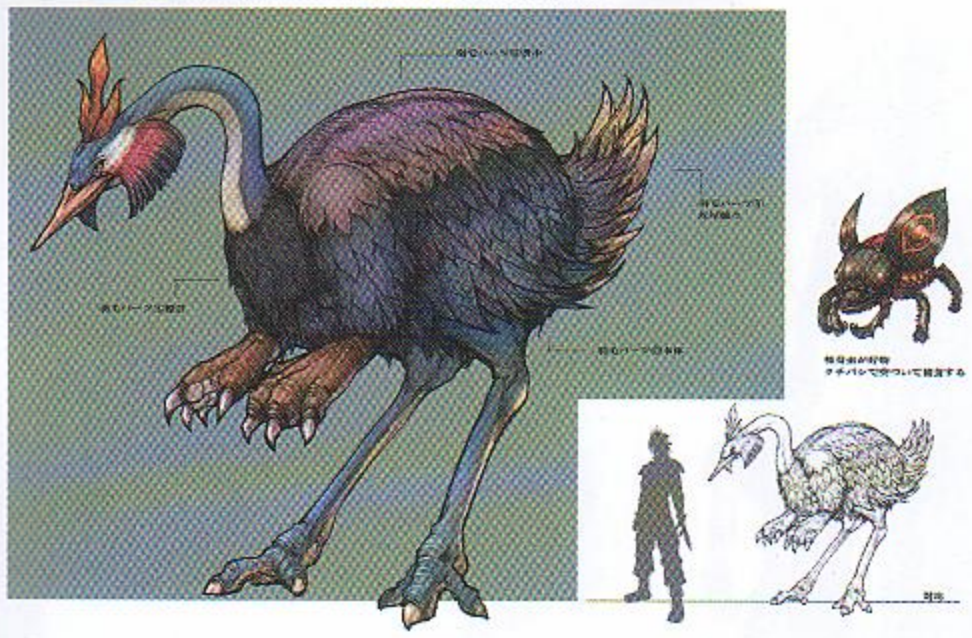




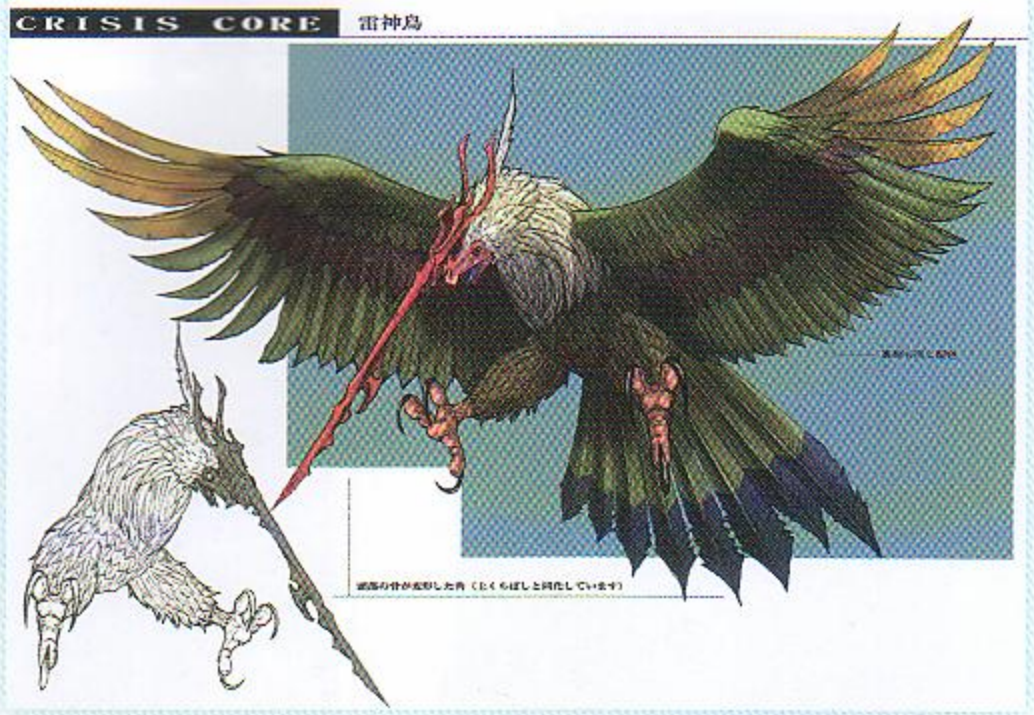




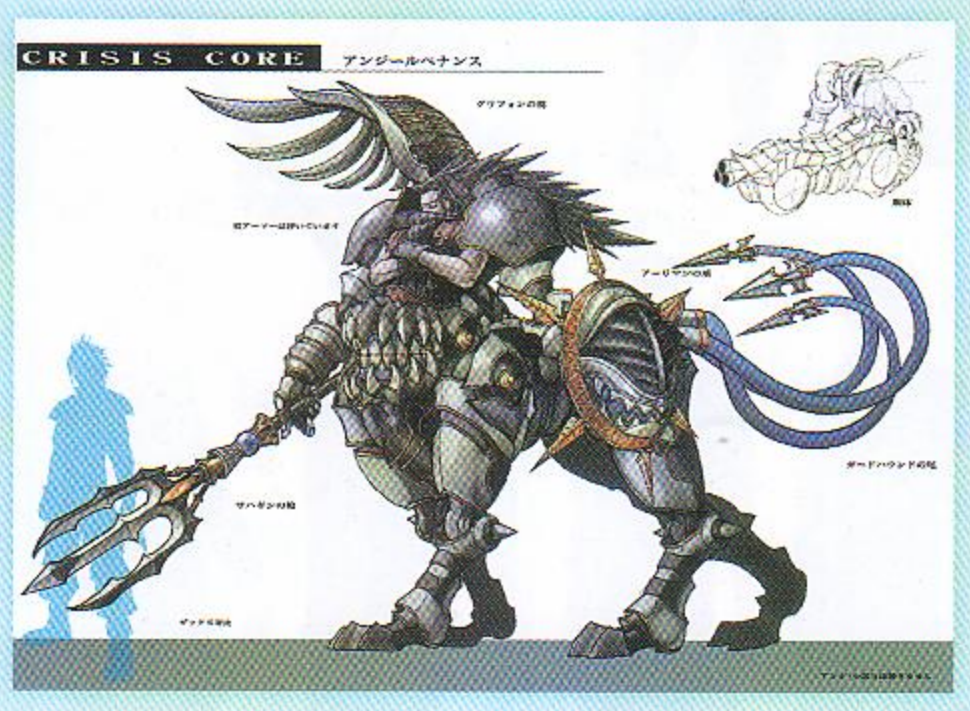
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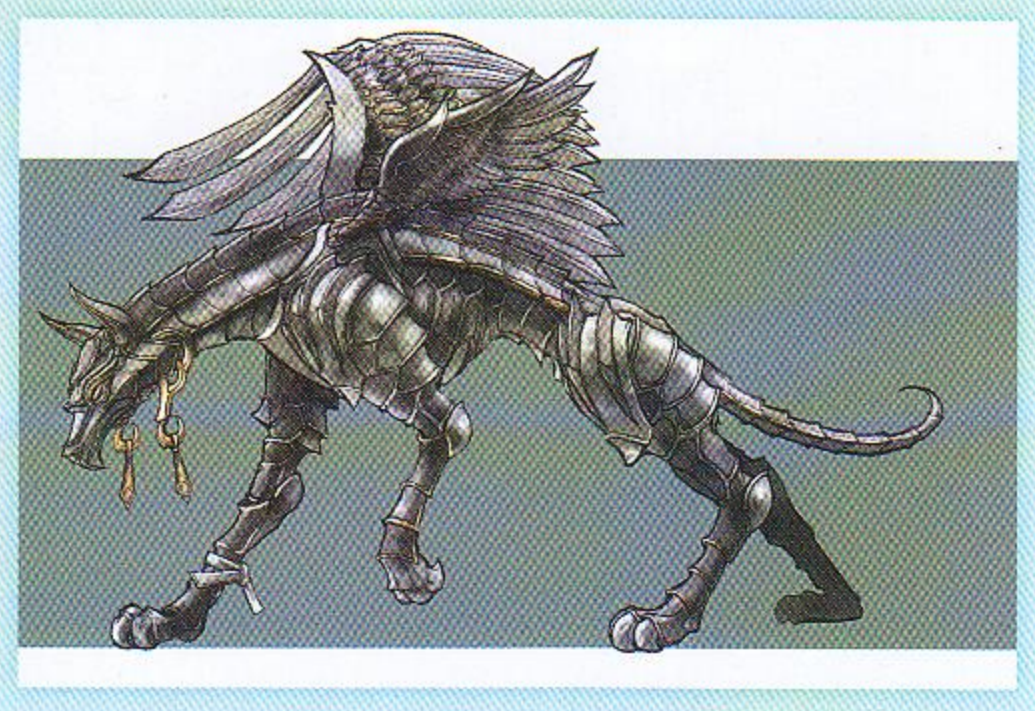


CRISIS CORE 雷神鳥



CRISIS CORE アンジールペナンス





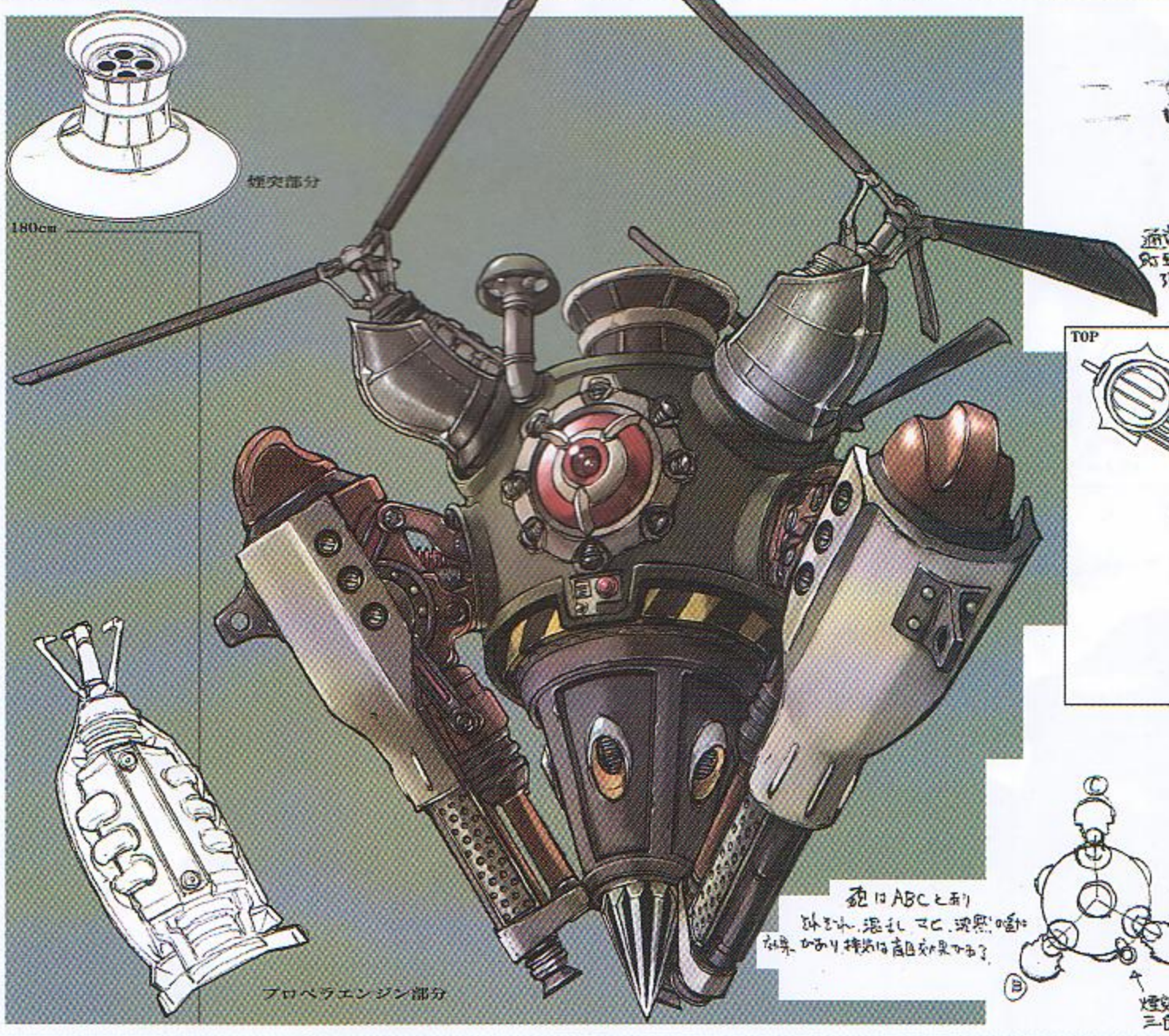
CRISIS CORE ジェネシスアバター



ザックス対比



ヘリガンナー

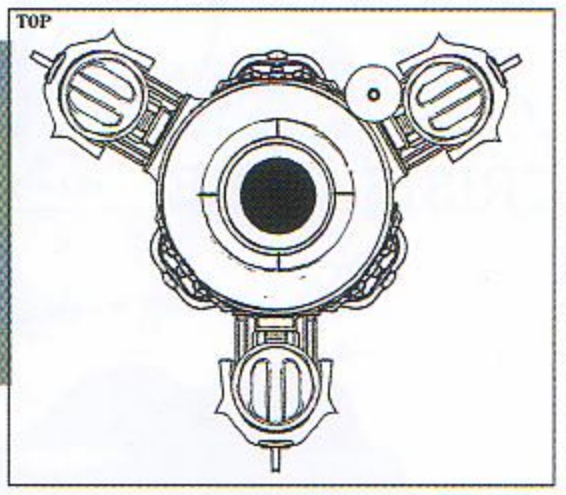




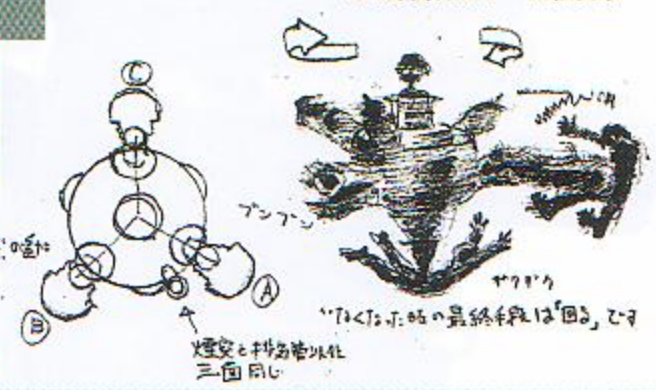
通常前面の2砲で射撃、後面の一つを弾込め1/3回転して(座は前に

向いたまま)スモークを出したか、一発撃つ2砲弾込め

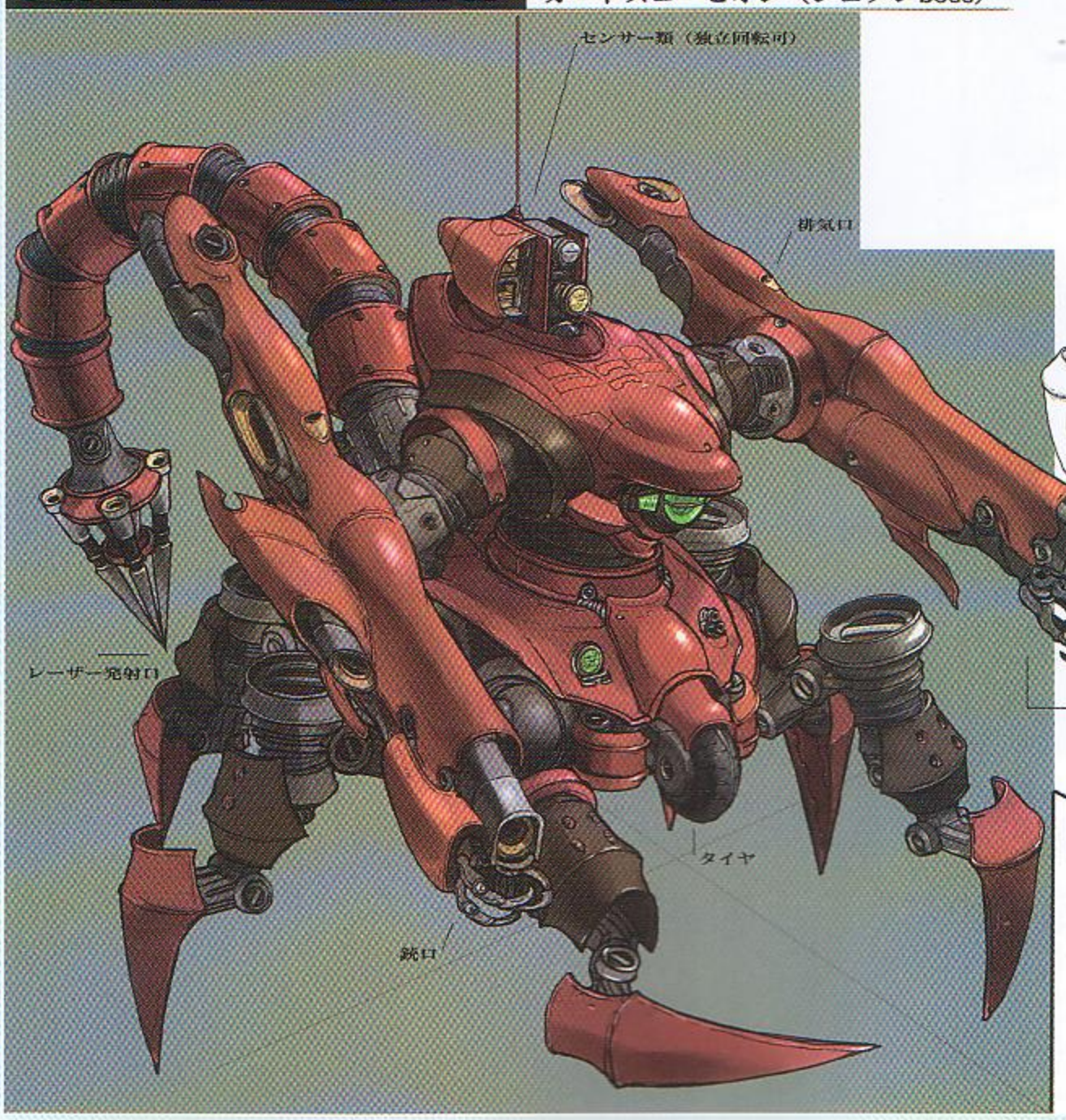
FF7時資料より　銃攻撃

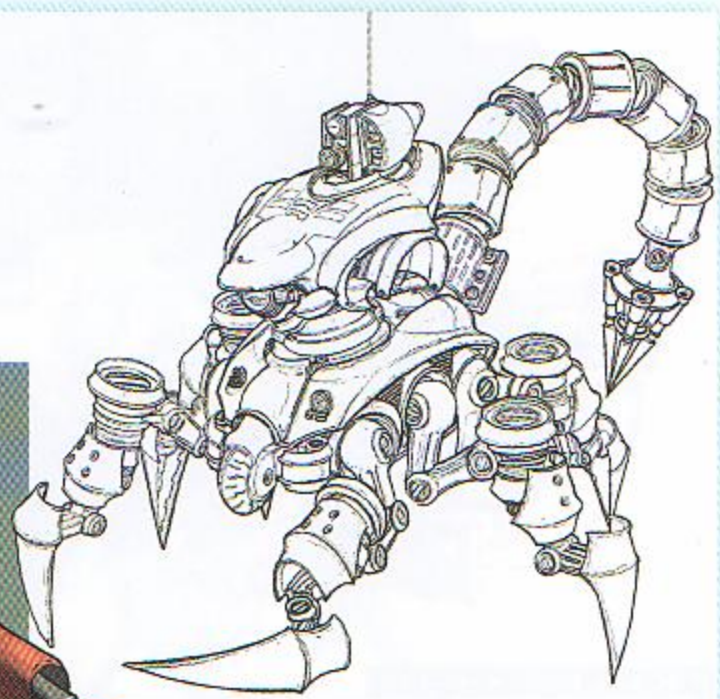


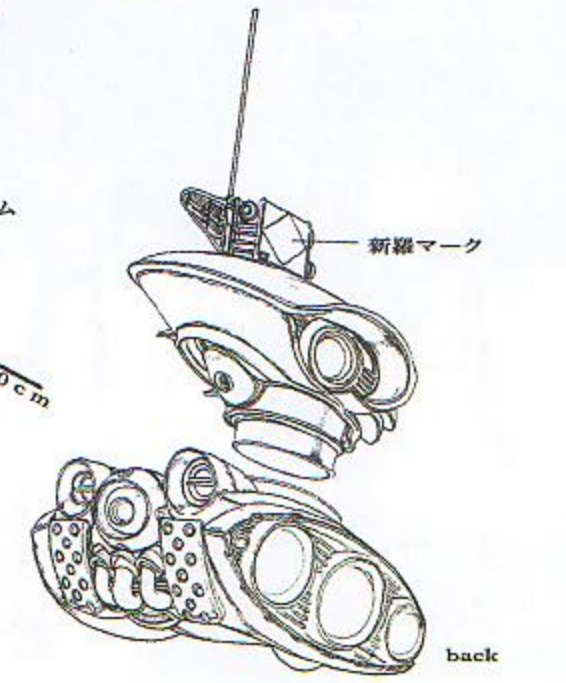
FF7時資料より　回転攻撃



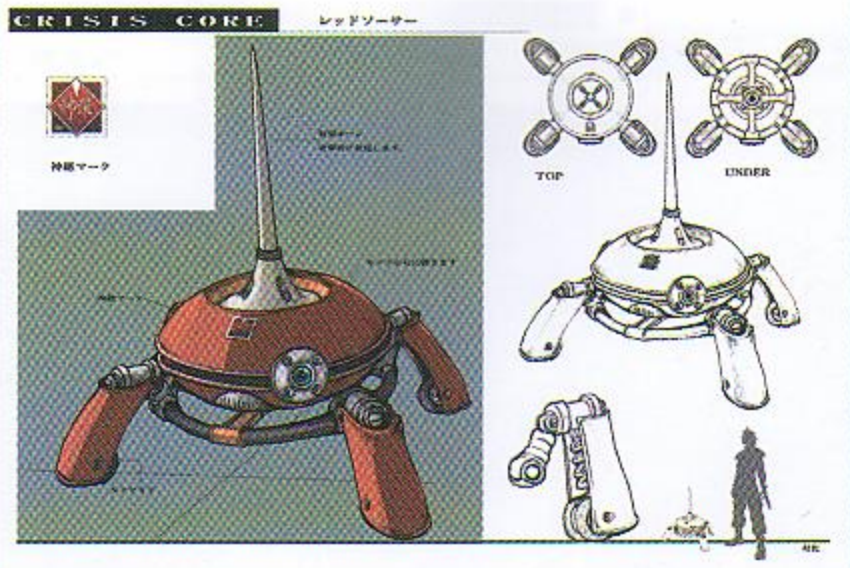
CRISIS CORE　ガードスコーピオン（ジュノンboss）



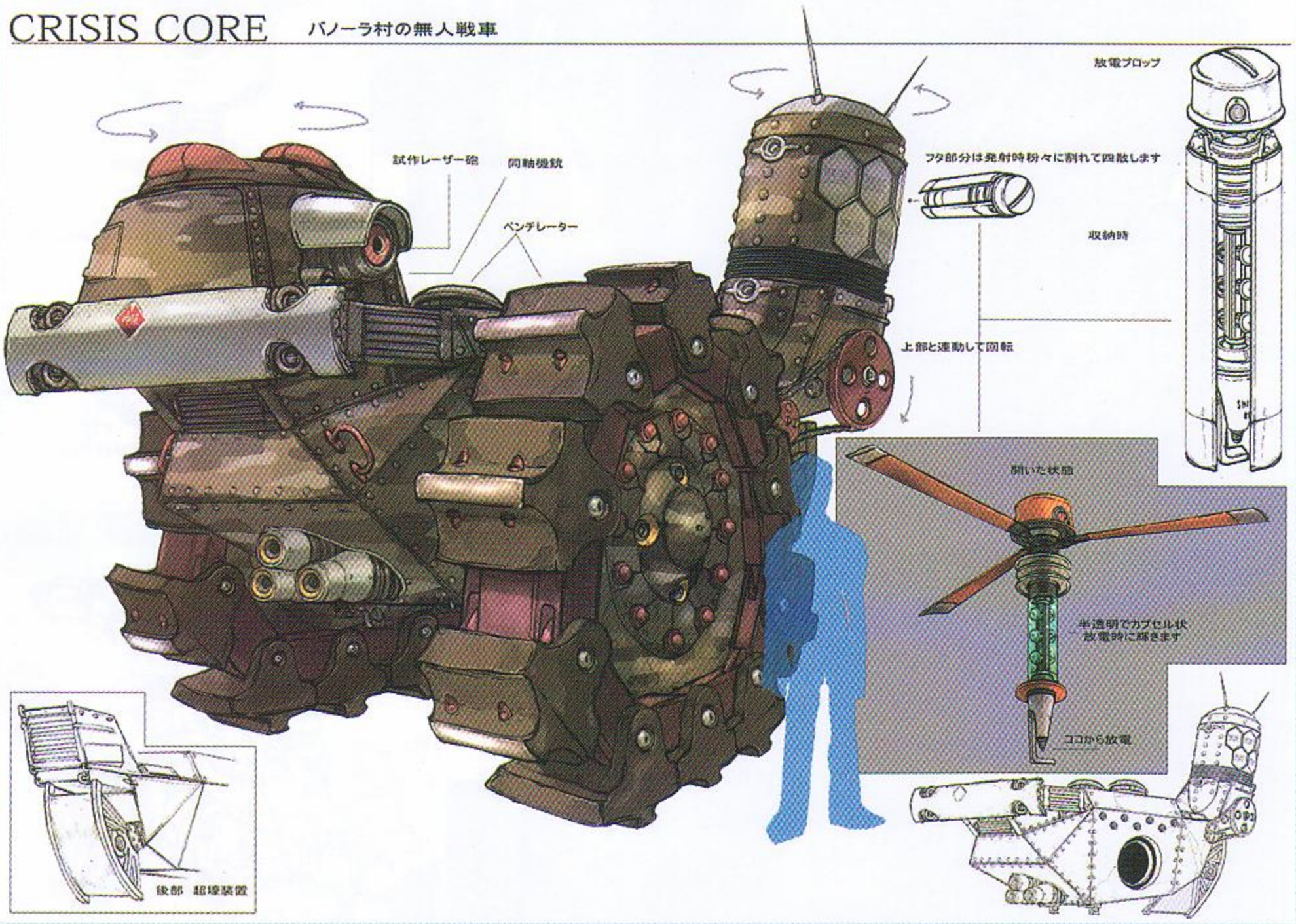


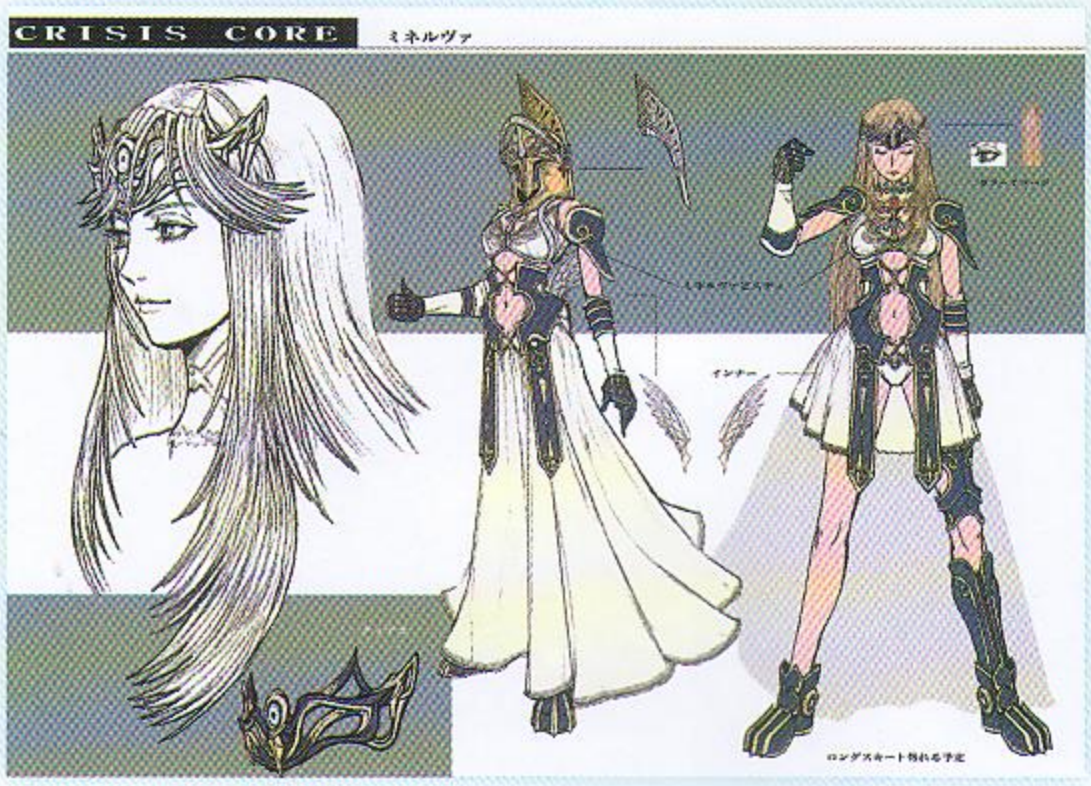


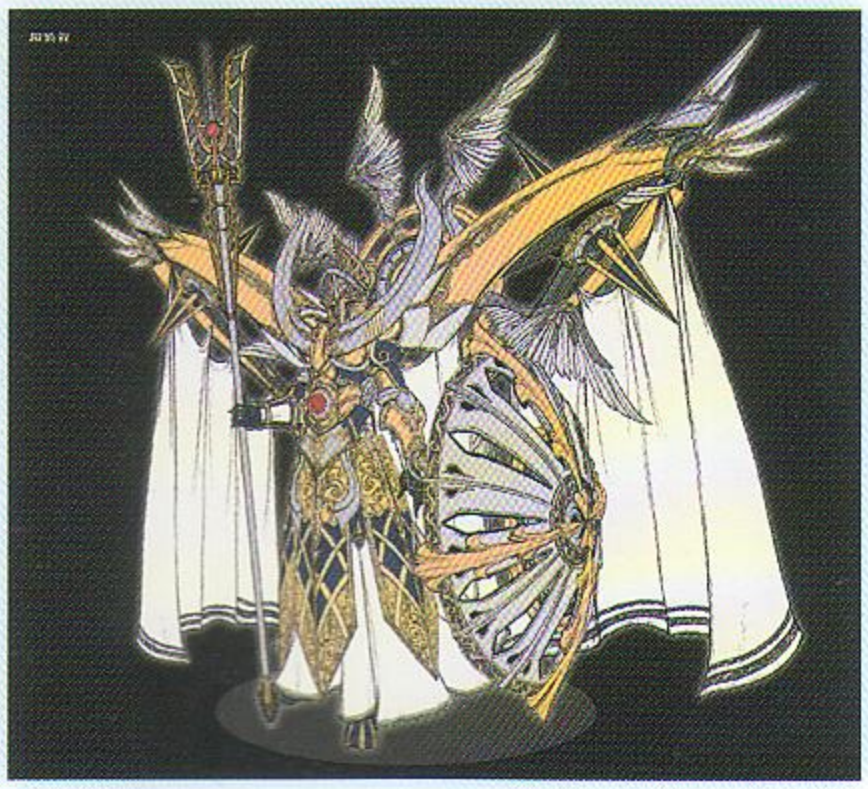




CRISIS CORE　バノーラ村の無人戦車



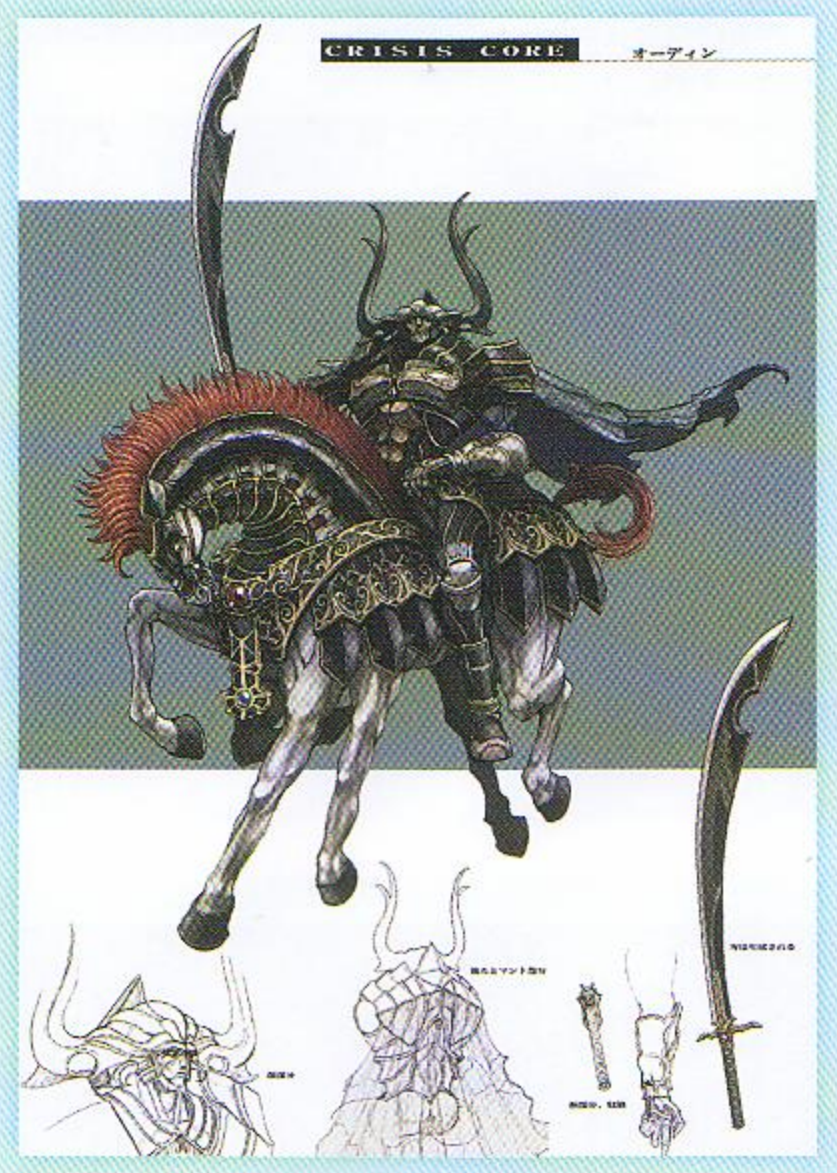




CRISIS CORE イフリート

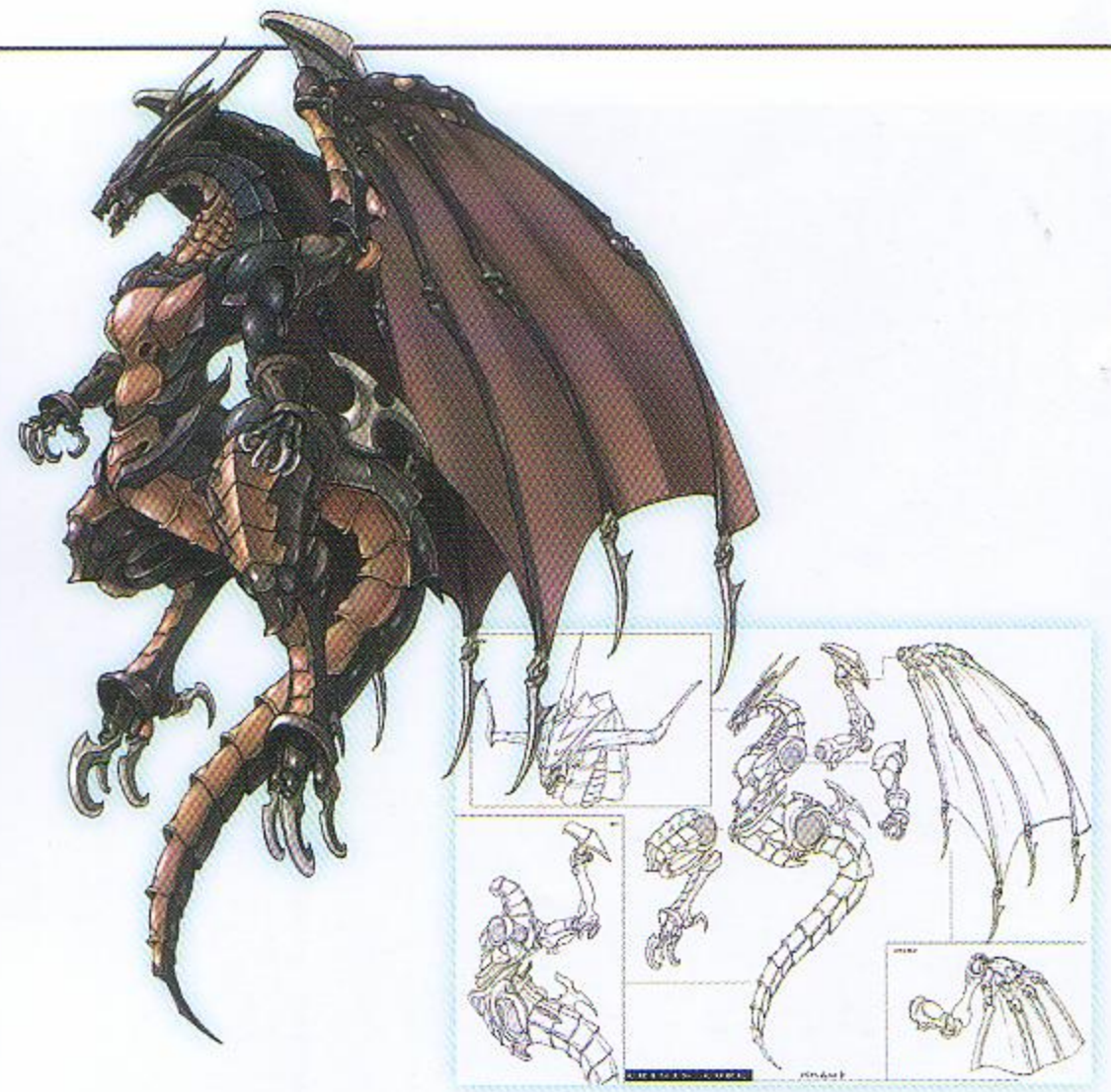


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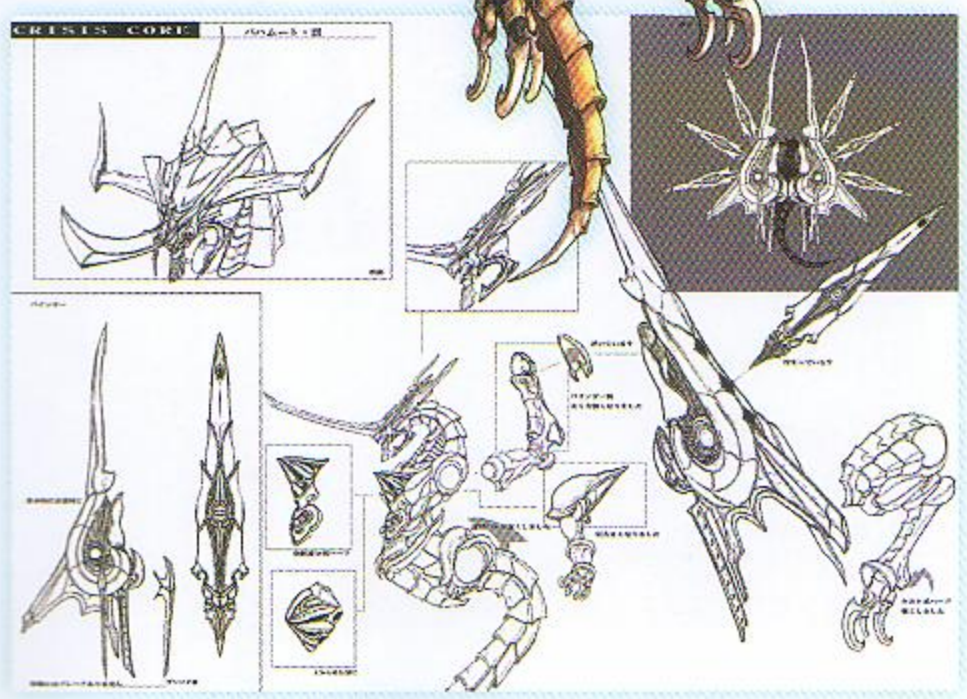
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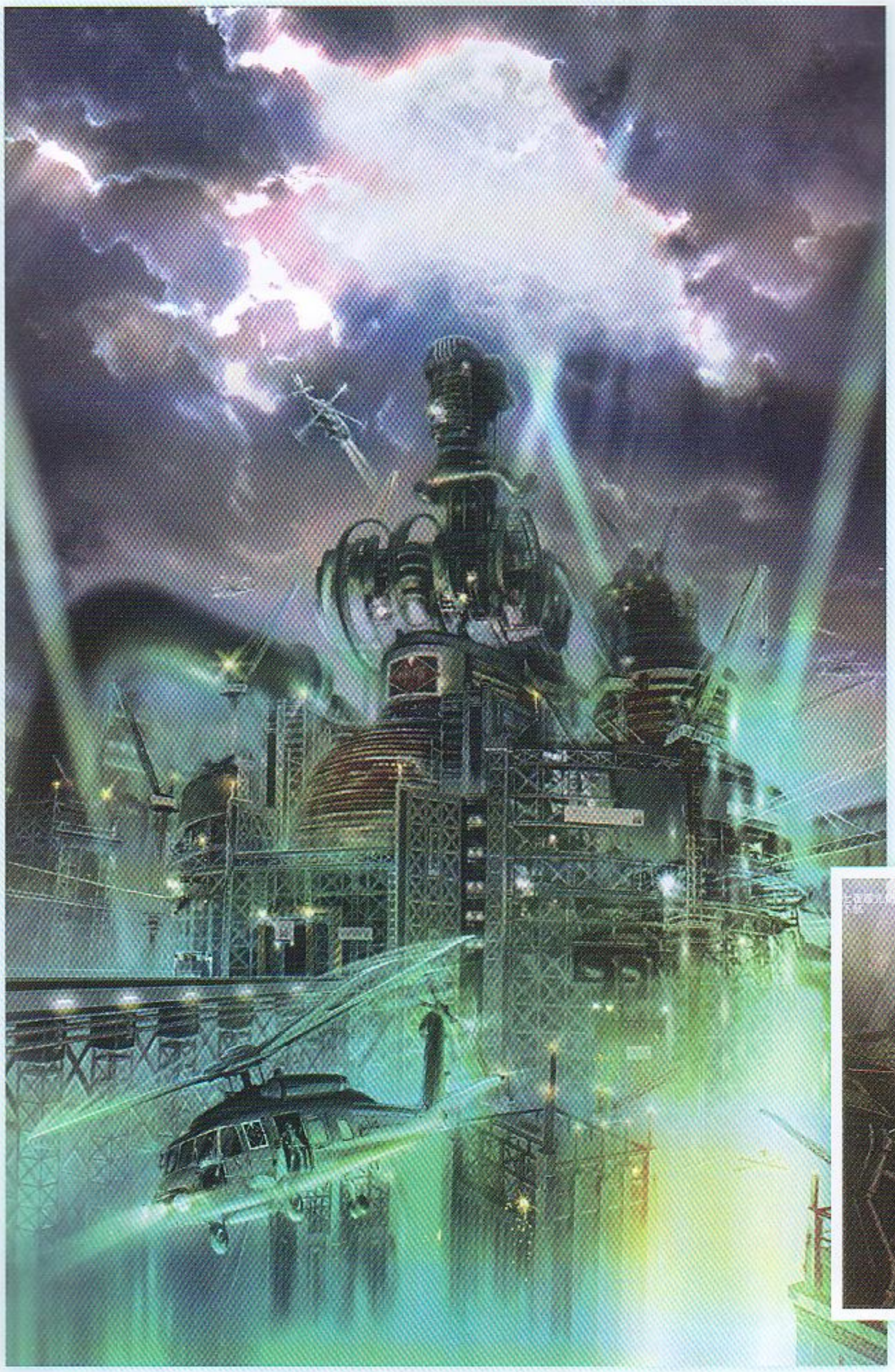






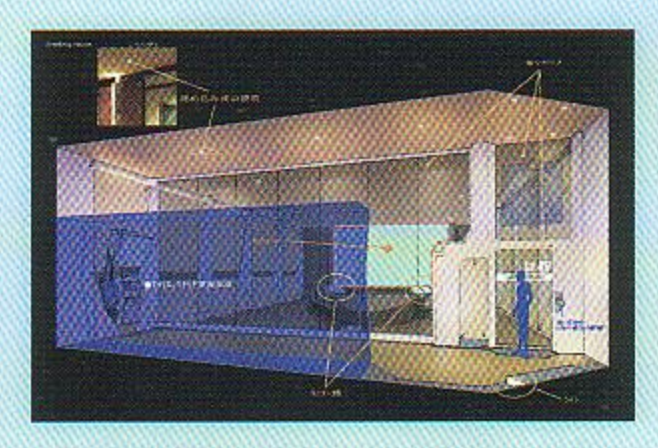
CRISIS CORE



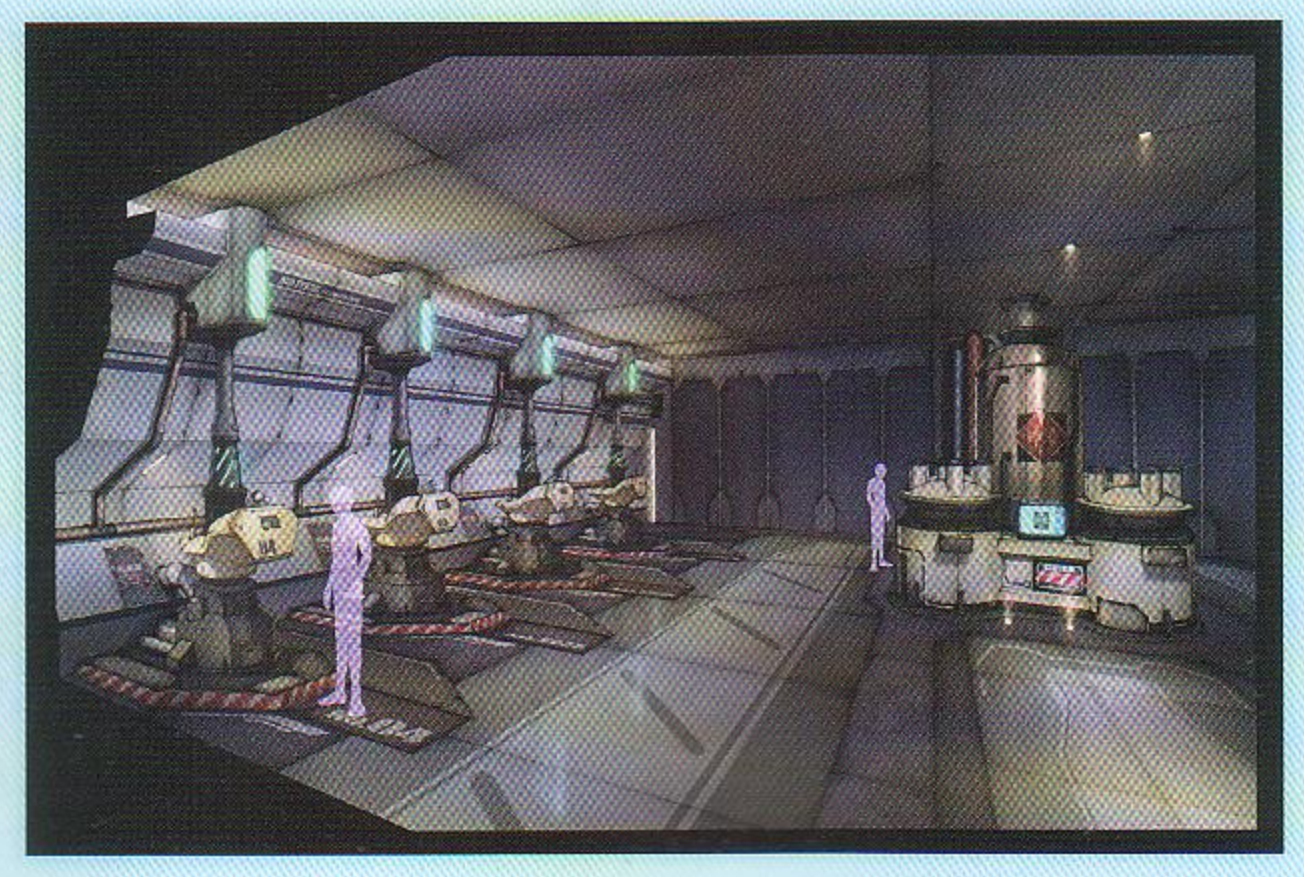


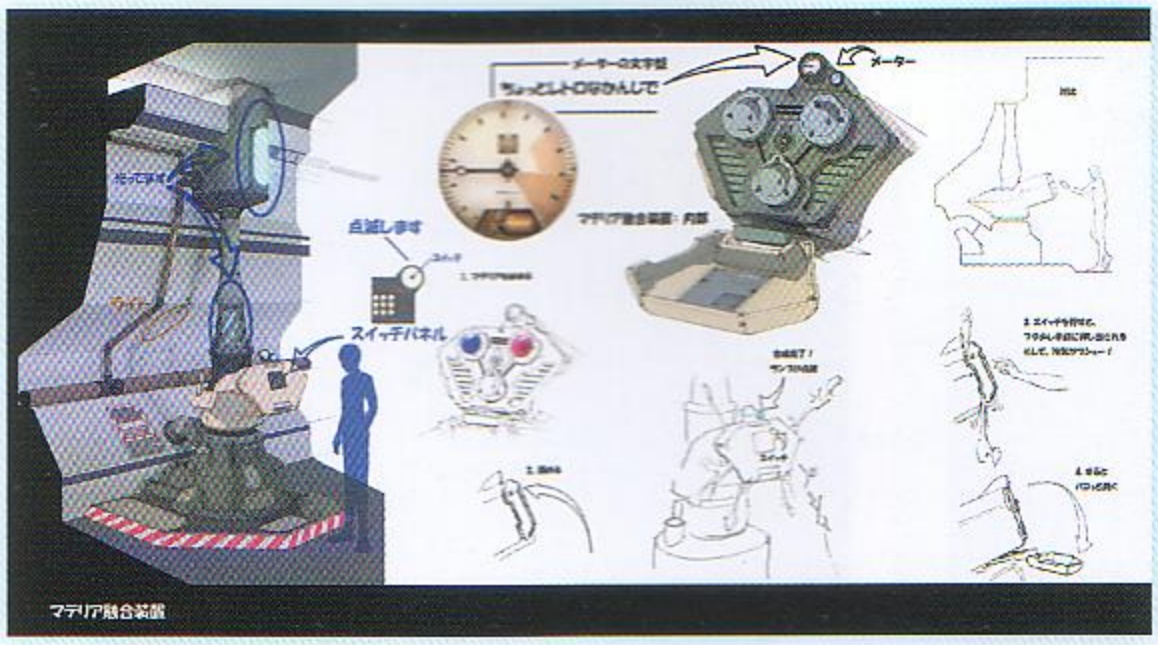



伍番街スラム
六番街スラムエリア
ミッドガル中央塔
伍番街スラムエリア

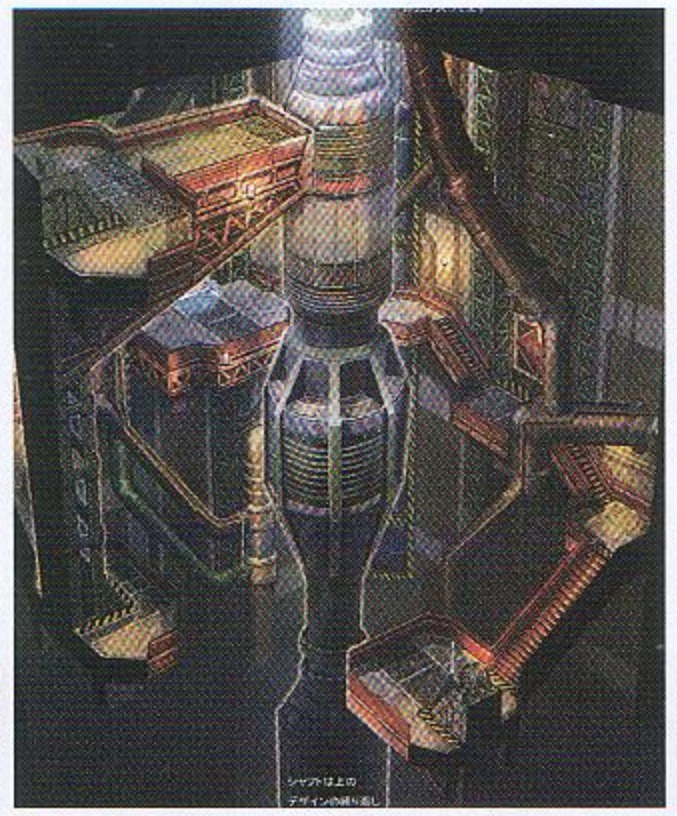




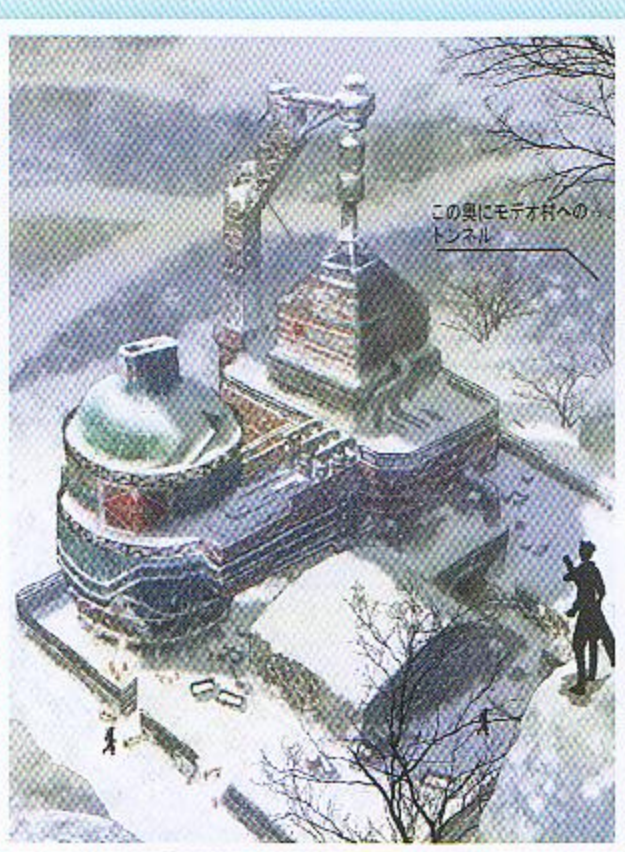


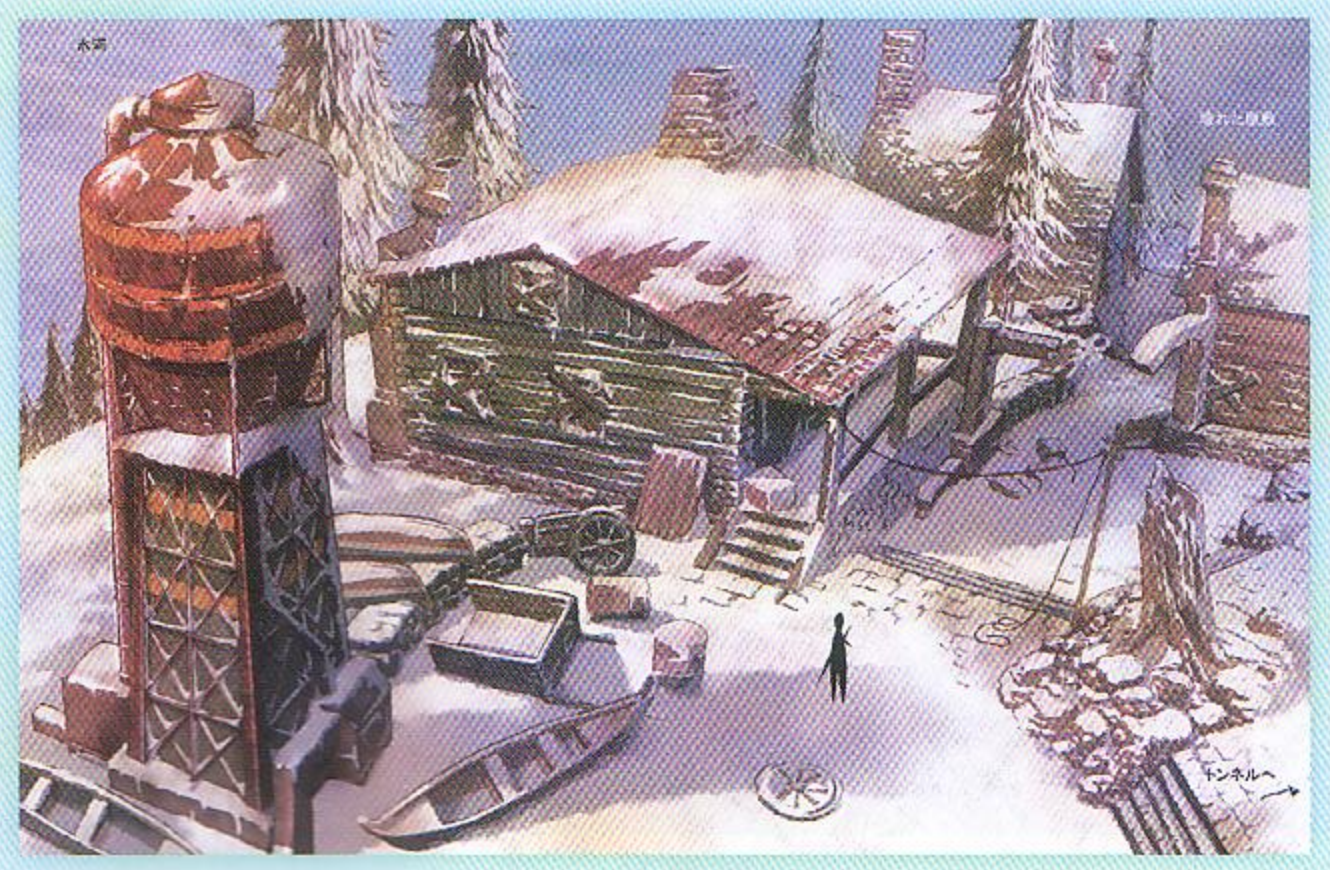


マテリア融合装置

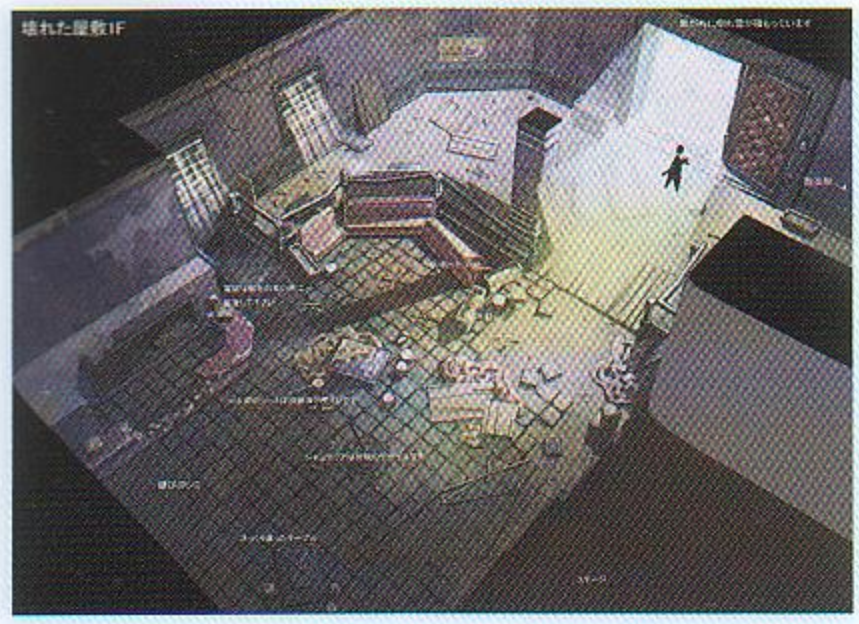

シャフトは上の
デザインの頃を思い

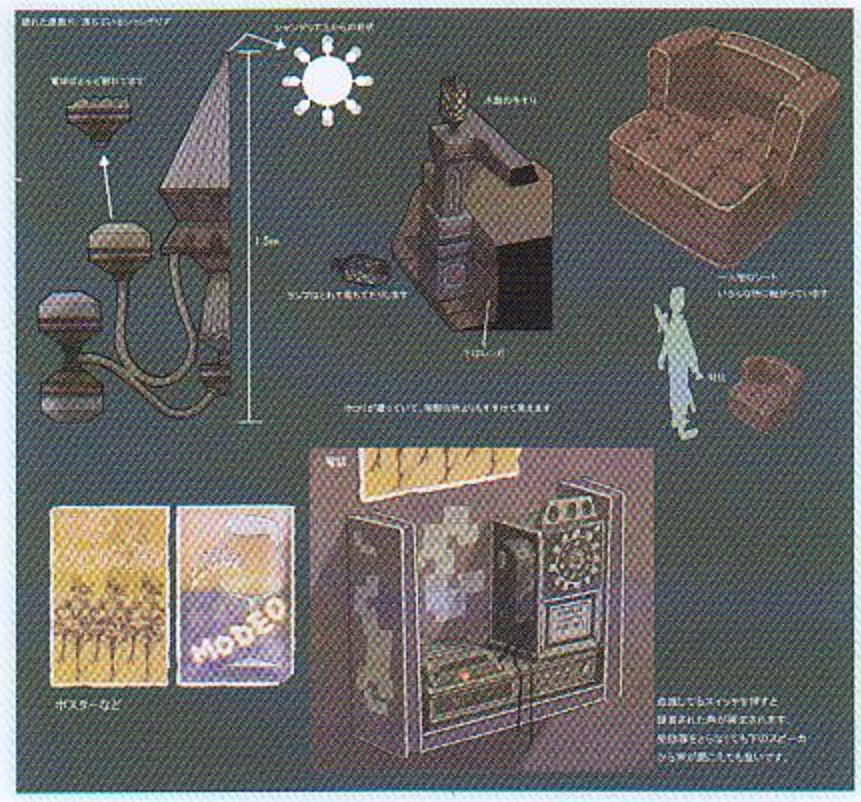


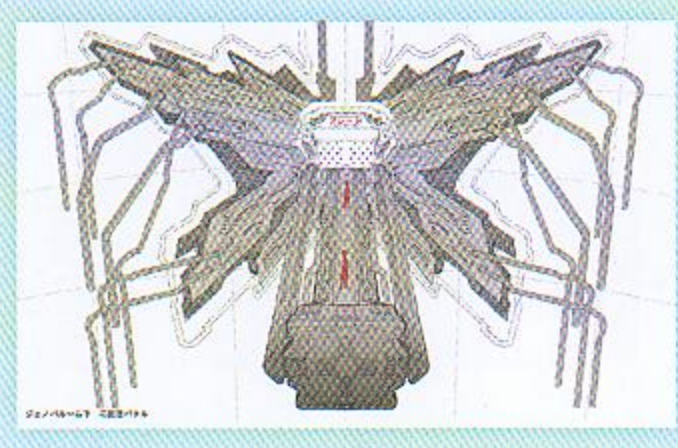





ジェノバルーム下
ジェノバルーム
二回目バトル
一回目バトル

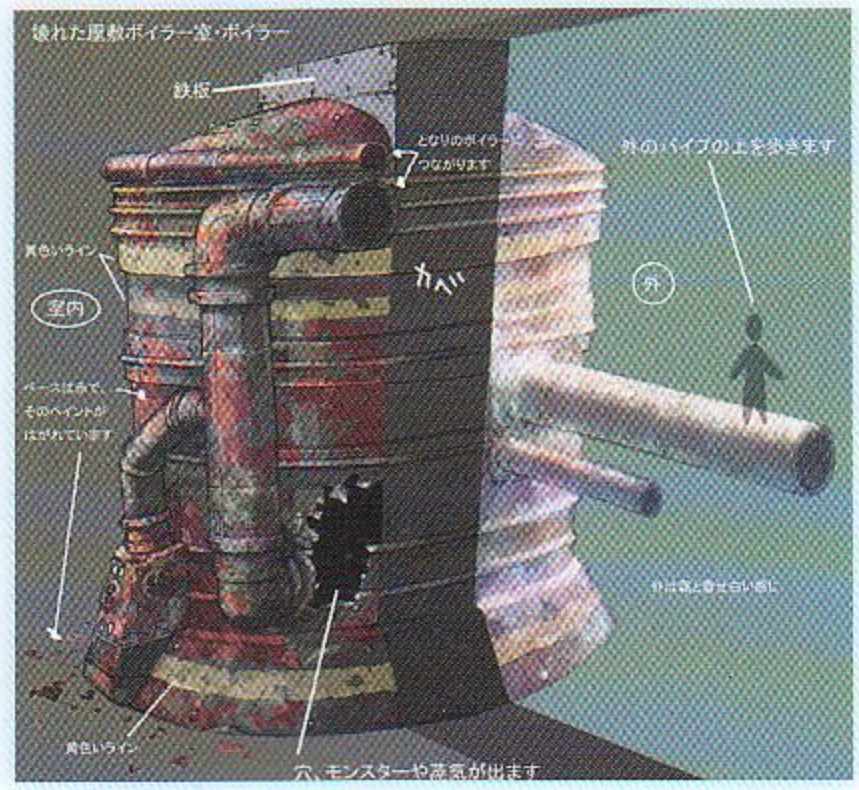

壊れた屋敷1F


1.5m
ランプはこれで取りはずします
ポスターなど
MODEL



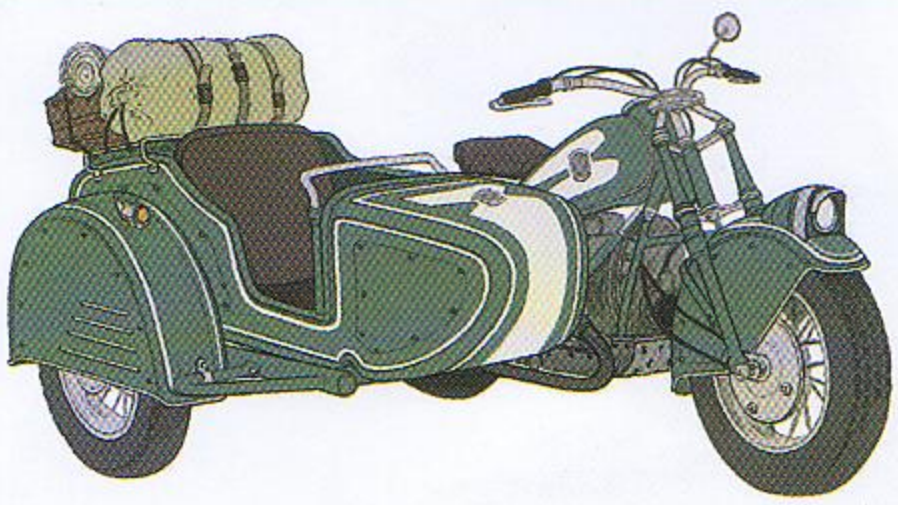

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兵器開発会社神羅製作所

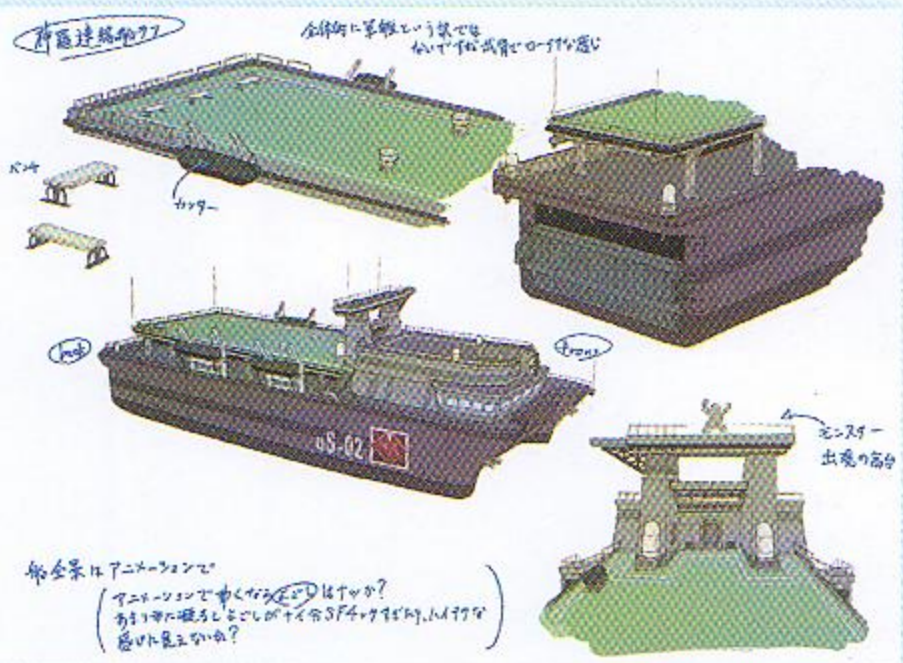

ボイラー室
ボイラー室外
ボイラー室へ
ガラスこんな感じ
出入り口
シャワー
床タイル
dairaku

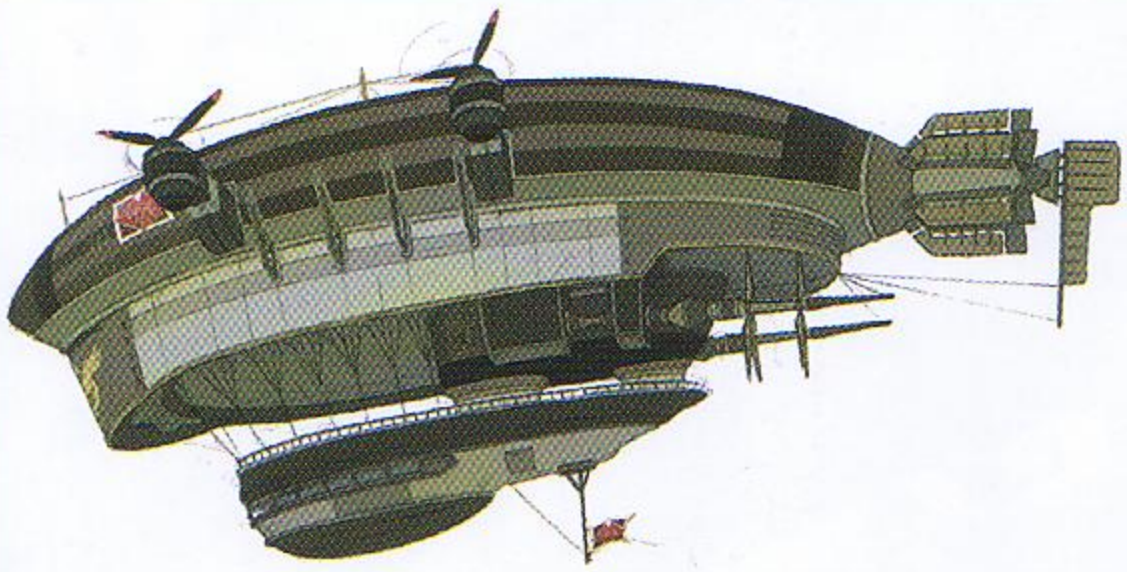

壊れた屋敷ボイラー室・ボイラー
鉄板
となりのボイラーへつながります
外のパイプの上を歩きます
黄色いライン
室内
外
ペースは赤で、そのペイントがはがれています
黄色いライン
穴、モンスターや蒸気が出ます

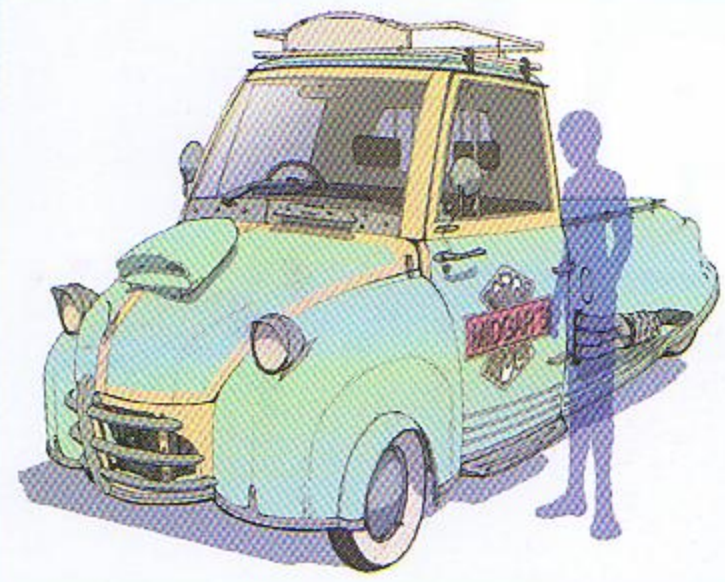







S-02
モンスター
出現の台

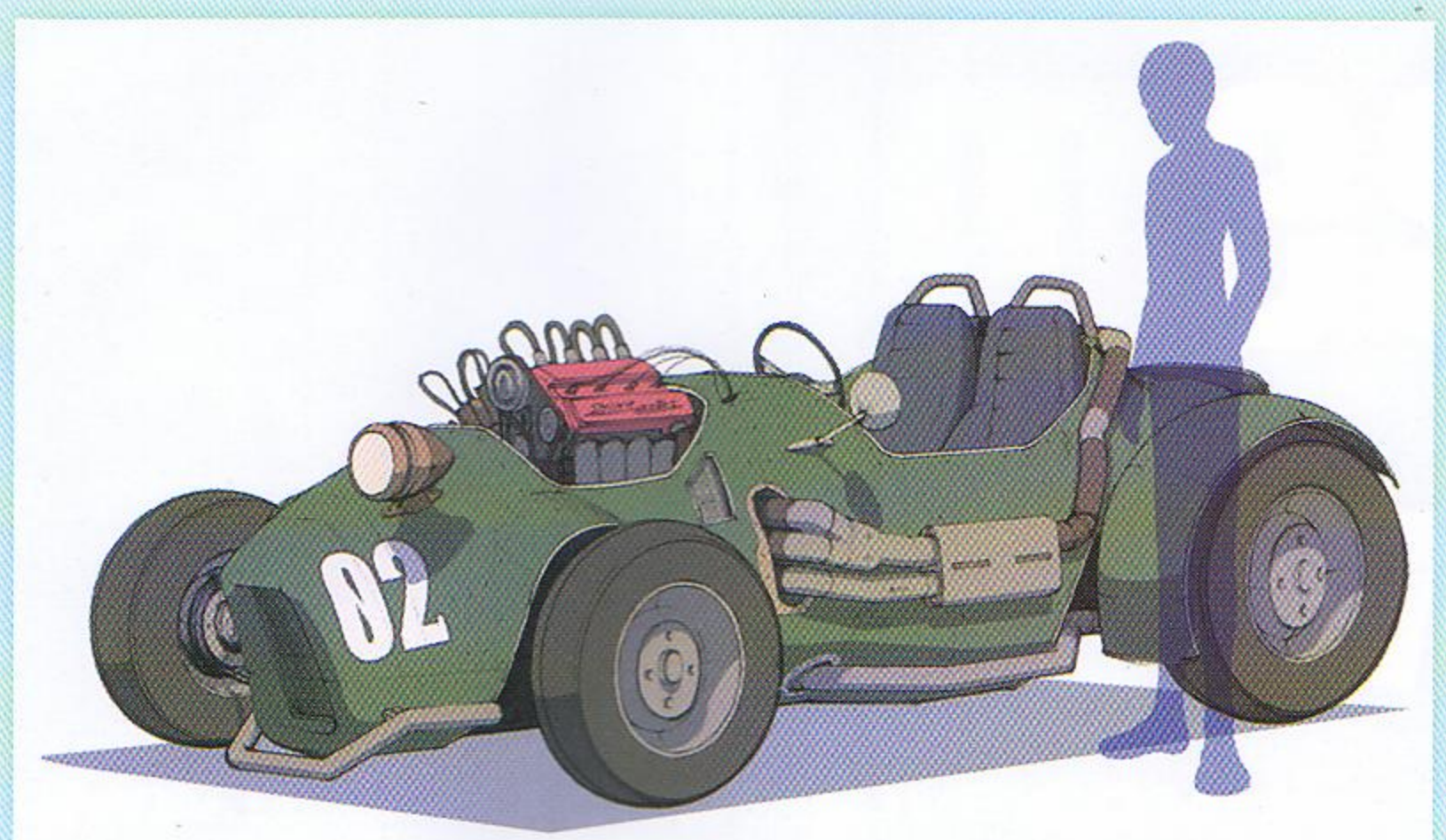











02



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FINAL FANTASY VII™

OFFICIAL STRATEGY GUIDE

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Over a decade ago I spent weeks going to work and school disheveled and unkempt as FFVII dragged me through sleepless nights with a game experience unlike any before it. For the privilege of duplicating this experience with its prequel, I thank Square-Enix and BradyGames. Thanks to Leigh Davis for the opportunity and Chris Hausermann for the encouragement. Thanks to those who spent just as many late nights in Midgar: lead author Doug Walsh for doing most of the heavy lifting (and for he and his wife's hospitality); Elizabeth Ellis for vital and exhaustive translation assistance; Tim Cox, for patience unending; Anne, Keith, Areva, and everyone else who helped create this book. Finally, thanks to The Mars Volta for keeping me awake more effectively than caffeine, and to Mia for everything else, but especially the search for toothpaste.



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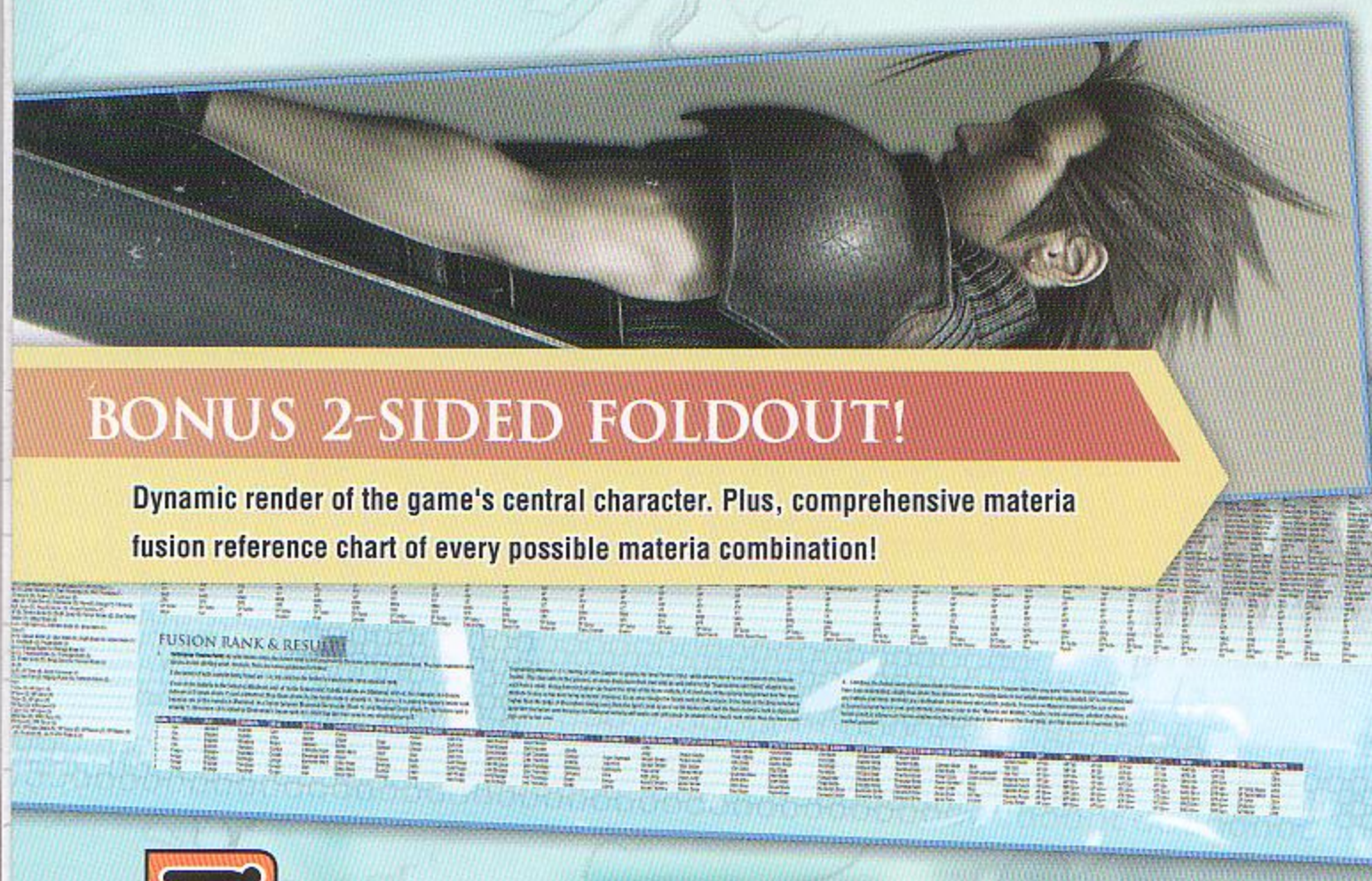
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